ORIGINS OF MAGIC

Secrets The Ancients Kept Hidden

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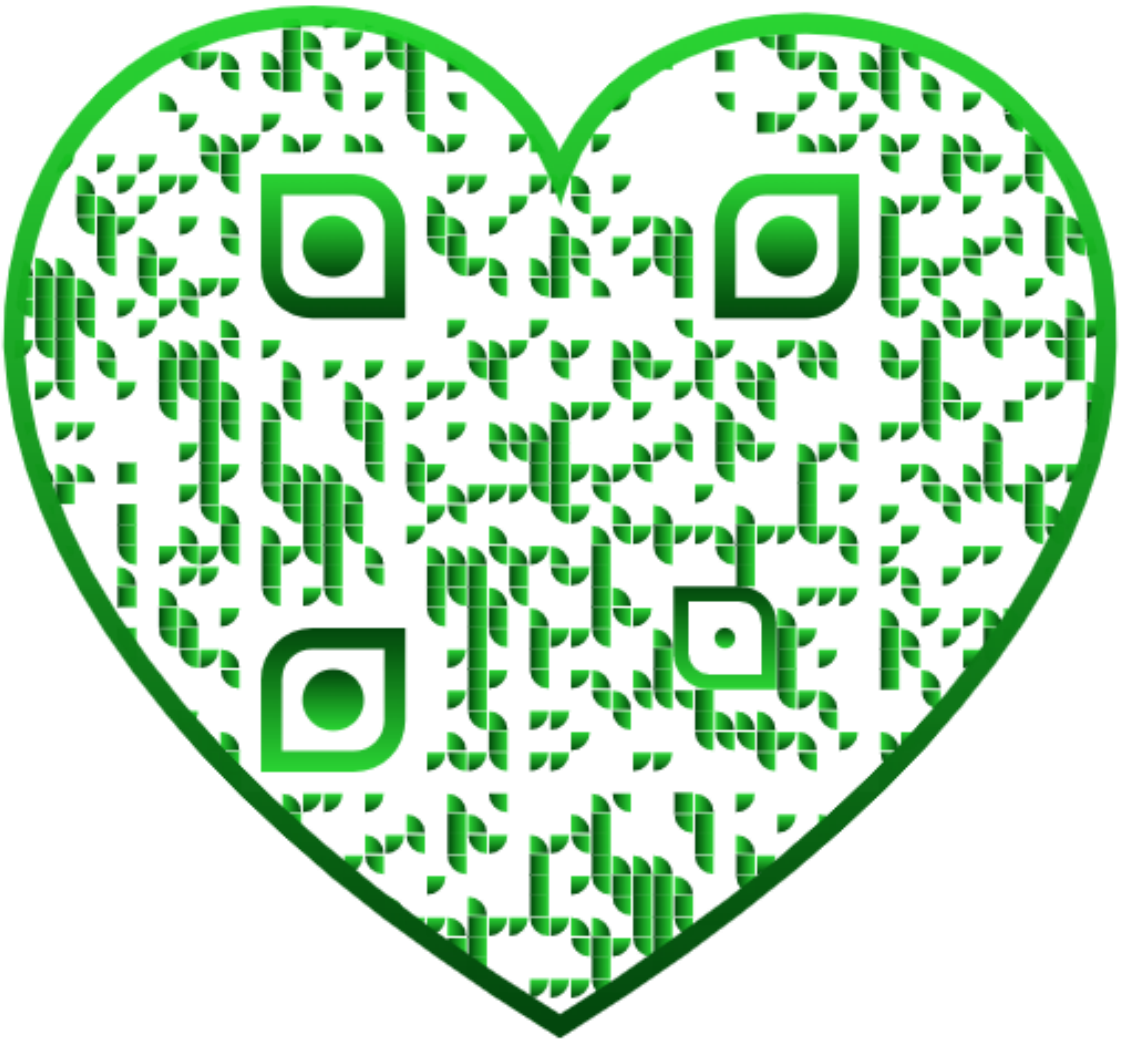

Origins of Magic

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By Jason Mondragon

Origins

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Introduction

A time, long ago, when magic was new. It was wild and untamed, born of chaos and the elements. Practitioners of The Craft roamed the land, using their power to shape the world to their will. But as time passed, the magic began to change. It became more refined, more controlled. Magic Users learned how to harness it, to use it for their purposes. Slowly but surely, they took over the world, became gods and faded into history. Today, magic is a commonplace thing. Magic is in everything from technology to medicine. Magic's origins are still shrouded in mystery. Few know where it came from, and none understand how it changes over time. But historians believe it has been around since the beginning of time. Some say magic is older than the universe itself and that it was born with the first living creature. Others claim that magic is a gift from the gods or a force that exists in nature.

The story of our creation of magic is unique. For example, the evolution of life on Earth is full of impossible odds that can only be by magic. Similarly, the history of humanity is full of instances where magic has played a pivotal role. Magic is responsible for our very existence.

Without magic, there would be no life on Earth. The first step in the evolution of life was the formation of self-replicating molecules. To consider this has happened by chance is so astronomically low that it can only be the work of magic. Similarly, the evolution of humans is full of miraculous coincidences. For example, the human brain is complex and perfectly suited for consciousness. Again, the odds of this happening by chance are infinitesimal. Again, this can only be the work of magic.

Magic has also played a crucial role in human history.

Virtually every culture on Earth has some form of magical belief, and these beliefs have shaped our world in countless ways. Magic has been used to cure disease, win wars, and even create entire civilizations. Without magic, our world would be a very different place. While magic is often associated with ancient cultures, it has always been known and used. For example, in the 19th century, English magician William Hope gained a following among London's elite for his demonstrations of psychic magic. In the 20th century, magicians such as Harry Houdini used their skills to entertain audiences with seemingly impossible feats. Some famous magic users include the early Egyptian priest-healers known as snake charmers, the Greek oracles prophesied at Delphi, and the Native American shamans. They performed rituals to ensure a successful hunt. While the practice of magic is essentially now replaced by modern science, it still holds an important place in human culture and folklore.

Always a topic of fascination, magic is likened to the first time someone saw a fire and wondered what made it burn. Over time, we have developed rituals and ways of harnessing magic to create desired outcomes. However, we have never stopped to honestly examine the reasoning behind why magic works. Is it the intention that we put behind the actions? The connection that we create with the elements? Or is it something else entirely? By understanding magic better, we can use it more effectively and help demystify the topic for others. In our current age of science and reason, magic can seem like a topic with no place. However, we can gain a new appreciation for this ancient art by examining it closely.

Over the years, there has been a rise in the popularity of magic and magical practices. People are searching for ways to connect with the spiritual realm and tap into their hidden powers. Magic comes in many forms; for some, there are spells and charms to more elaborate

rituals. Other people practice magic to improve their lives, while some use it to help others. No matter the reason, it is clear that magic is gaining popularity. Exciting discoveries will now occur as more people explore the world of magic.

In recent years, dark magic is also growing in popularity—the increased exposure to this type of magic through media and pop culture. While the dark arts were once shrouded in secrecy, they are now more mainstream than ever before. And while some may view this as a positive development, some believe that this increased visibility could lead to a more significant number of people practicing dark magic. After all, with more people being aware of the existence of dark magic, it stands to reason that more people would be interested in learning how to use it. Only time will tell what effect the rising popularity of dark arts and magic will have on society.

Each type of magic has its history and origins. The oldest and most potent spells in ancient texts are difficult to decipher and interpret. This magic is often associated with great teachers and sages who were able to tap into its power and use it for good. These books of magic often contain spells and incantations to achieve various objectives. While some magic is more benign, others can be pretty dangerous. Magic can have unintended consequences when misused. Those who can master the most profound forms of magic are rare and often considered the most powerful.

Many magic practitioners today take on various names to help differentiate themselves from other magic practitioners. Some magic practitioners use their real names, while others use pseudonyms. Some magic practitioners use a combination of both. Still, others use entirely made-up words. There are many reasons why magic practitioners might choose to use a different name. For some, it is simply a matter of preference.

Others may feel that a different name helps them connect better with their magic practice. Still, others may believe that a different name will help to keep their magic practice more private. For this reason, many magic practitioners today go by various other titles.

Nicholas Flamel is best known for his work as an alchemist, but he was also a prominent figure in the history of magic. Born in France in the 14th century, Flamel began his career as a scribe and bookseller. He first became interested in alchemy, studying the works of renowned alchemists such as Roger Bacon and Arnold of Villanova. He soon developed a reputation as a skilled art practitioner and began amassing a fortune by selling magical scrolls and potions. In 1382, Flamel claimed to have discovered the secret of the philosopher's stone, a legendary substance that was said to have the power to turn lead into gold. This discovery made him one of the wealthiest men in

Europe, and he used his wealth to fund numerous philanthropic projects. Flamel continued to work as an alchemist until he died in 1418. His legacy lives on in the many myths and legends surrounding him.

Roger Bacon was a 13th-century English philosopher and Franciscan friar who is best known for his work on optics and his advocacy for the use of experimental methods. He is also often credited as one of the early pioneers of the scientific method. In his lifetime, Bacon wrote extensively on various topics, from philosophy and theology to alchemy and magic. He was also a skilled experimenter and used his knowledge of optics to create some of the first telescopes and microscopes. However, Bacon's views on magic and experimentation ultimately led to Roger being called a heretic by the Catholic Church, then imprisoned for several years before his death. Nevertheless, his ideas continued to exert a significant influence on thinkers throughout the centuries, making him one of the many influential

figures in the history of science.

Michael Scot was a 13th-century thinker best known for his association with magic. Born in Scotland, Scot studied at the University of Paris and later became the court astronomer for Frederick II, Holy Roman Emperor. Scot was widely read and was conversant in several disciplines, including astrology, mathematics, and medicine. He also had a deep interest in magic and the occult. Scot wrote several treatises on magic, including one on necromancy, and he was also said to be able to perform magic himself. While some contemporaries saw Scot as a charlatan, others viewed him as an enlightened thinker ahead of his time. In any case, Scot's association with magic has made him a figure of fascination to historians and the general public alike.

William II de Soules was a 13th-century Scottish nobleman with a reputation for magic and witchcraft.

He was said to be able to transform himself into a black cat and of using magic to kill livestock. In 1249, he was arrested and tried for witchcraft, but he was ultimately acquitted. However, the charges against him caused his reputation to suffer, and he died in obscurity a few years later. Despite his dark character, William II de Soules remains an important figure in Scottish folklore, a story told still after centuries of his death.

Rabbi Judah Loew ben Bezalel, also known as The Maharal of Prague, was a 16th-century rabbi and philosopher. Loew is known for his work on the Cabala and his purported creation of the Golem. Born in Poland in 1525, Rabbi Loew studied at many prestigious universities before settling in Prague. He served as the chief rabbi and continued his study of the Cabala, a Jewish mystical tradition. Rabbi Loew is also said to have used his knowledge of magic to create a golem. According to legend, the Golem's orders were to protect Prague's Jews from anti-Semitic attacks.

Though the Golem is said to have initially been successful in its mission, it eventually turned on its creators and had to be destroyed. Though the story of the Golem is now just seen as a legend, it has nonetheless made Rabbi Loew one of the most famous figures in Jewish history.

John Dee and **Edward Kelley** were two 16th-century magic practitioners. Together, they attempted to communicate with angels to gain knowledge of the universe. Dee was an academic and scientist, while Kelley was a self-styled seer and adventurer. The two men met in 1582 and quickly formed a partnership. They began conducting magic rituals together in the hope of summoning angels. However, the pair eventually fell out and went their separate ways. Despite their different approaches, both Dee and Kelley left a lasting legacy in the history of magic.

Baal Shem was a renowned Jewish mystic and healer

who lived in Eastern Europe in the 18th century. Many thought he to have magical powers and was able to perform miracles. Baal Shem is best known for his practice of using amulets and charms to cure illness and protect against evil spirits. He would often inscribe biblical verses on parchment or paper and then wrap them around the affected body part. Baal Shem also believed that music had healing power, and he would often play his flute or sing to his patients. In addition to his work as a healer, Baal Shem was also a talented artist and scribe. He created beautiful illuminated manuscripts and wrote several books on Jewish magic and mysticism. Today, Baal Shem is revered by many as a saintly figure who had the power to heal body, mind, and spirit.

The Count of St. Germain was a mysterious figure who appeared in 18th-century Europe and claimed to be immortal. He was an accomplished musician and scientist, and his knowledge of magic and the occult

was unsurpassed. Many reported he was able to create diamonds and other precious stones from scratch. The Count's true identity remains a mystery, but many believe him to have been a member of the secret society known as the Rosicrucians. Some say that he was the son of God, sent to Earth to help humanity achieve its potential. Regardless of his true origins, the Count of St. Germain was a fascinating individual whose legend had endured for centuries.

Aleister Crowley was a British occultist, ceremonial magician, and writer. Founding the religion of Thelema and identifying himself as the prophet. He was to guide humanity into the Æon of Horus in the early 20th century. Crowley gained widespread notoriety during his lifetime, mainly due to his scandalous lifestyle and controversial writings, which included advocating chauvinism, homophobia, racism, and antisemitism. Multiple women accused him of sexual abuse. Despite his notorious reputation, Crowley was also a prolific

author, poet, accomplished mountaineer, chess player, and painter. He is said to have influenced artists such as Jimmy Page and Anton LaVey, as well as the Beat Generation writers Jack Kerouac and Allen Ginsberg. Aleister Crowley remains a controversial figure in the world of magic and mysticism.

To many, magic is unreachable to them. However, I believe that magic is something that we can all access, regardless of our individual beliefs or backgrounds. Magic is simply the manifestation of our intentions and desires. It is the ability to create change in our lives through the power of our thoughts and emotions. While some people may develop their magic through traditional means such as spell-casting or divination, others may prefer to use it in more creative ways such as art, dance, or writing. There is no right or wrong way to develop magic; finding a path that works for you is crucial. By exploring our magic, we can create positive change in our lives and the world around us.

My goal will always be to guide us into Universal Consciousness. Universal consciousness is the highest state of awareness that an individual can achieve. However, there are many benefits to attaining universal consciousness, such as improved mental and physical health, increased creativity, and greater insight into the nature of reality. Magic should be considered a tool to help achieve universal consciousness. It is the art of causing change to occur by one's will. To improve mental and physical health, increase creativity, and gain insights into the nature of reality. Magic can be a powerful tool for achieving universal consciousness when used correctly.

Consciousness is the fundamental organizing principle of the universe. All that exists in the material world, including our bodies and minds, is a manifestation of consciousness. Consciousness is eternal and ever-present. It is the source of all creativity, intelligence,

and life itself.

Spirituality is the recognition and experience of the sacred nature of consciousness. It is the realization that we are not separate from God or the universe; instead, we are an integral part of it. Spirituality is not a religious belief or dogma; it is a direct experience of the divine reality of life. We connect with our spirituality with the infinite intelligence and love that created and sustains us. We become channels for divine energy and grace. Our lives become filled with meaning, purpose, and joy.

Join me on a journey through the planes of existence, from the simplest forms of matter to the complex interactions of energy and information. We'll start in the realm of the physical, where the elements come together to form atoms and molecules. Then we'll move into the quantum realm, where particles can be in multiple states simultaneously. Finally, we'll explore

the higher dimensions where consciousness resides. Through this journey, we'll discover how the universe creates and how we fit into its grand design. Along the way, we'll uncover the hidden forces that govern our lives and learn how to harness their power. So come with me on this adventure as we journey into the creation of the universe. Through this journey into the depths of consciousness, we will explore the spiritual origins of the universe and our place within it. We will discover how to tap into our divine nature and create abundant, joyful, and fulfilling lives. Welcome to the journey!

Magic

Magic is an ancient word known for thousands of years. In Middle English, the earliest understanding originated in Oxford. Chaucer's usage derived from French, borrowing Latin words with Greek origins to describe its adjective Magikos. Magikos, which means belonging (or pertaining) to an enchantment. The root of this word, however, wasn’t originally Greek. The word Magush comes from an old Iranian term meaning wise. The Greek noun Magos, which means wise man, arises as a contraction of this phrase. The thought that Magush, (an ancient Median word for king or ruler) may have been used to refer to people who were able to call upon their kings. Magos makes it into our English as the Mage, plural form being Magi. Mage in American English history is a classification of people who opposed slavery and oppression, often using magic as their means to fight back against those with power over them. These individuals included Native

Americans like Chief Justice John Marshall Harlan II (who helped secure Dred Scott v. Sandford), African-Americans such as 19th-century adventurer "Black Beard" Robert, governor of Massachusetts William Phips, and philanthropist (the first black millionaire). Mage, linked with Magh, a Proto-Indo-European word that means “to be able” or “to have power. A further association with verbs such as “may,” “might,” and “machine” connects it to “ability” or “power.”

Working back to the word Magush, this referred to the Old Iranian Caste of Priest. It would be the original understanding of Greeks and Zoroastrians when referencing Persian Priests. Magush would later evolve into Magician instead of Priests. And so, magic comes into our English language as Christian Priest identified all other Priest Castes as Magicians and its many associated titles. Gnostics were considered magicians by the Christian church. They used their knowledge of secret rituals and ceremonies to form a syncretic

religion that combined elements from several different faiths, including Judaism, Gnosticism, Christianity, and Mandeism wrapped up in its mystery teachings. The leader known as "the Magus" was instrumental in this blend - he fused all three into one ARGUMENTABLE system, with his followers being able to use whichever set them back on track should they need it most. The Protestants denunciated the Catholics because they were also called magicians. The title Magician is continuously used to undermine opposition and exploit religious tensions.

Magush and Magos, once referring to Zoroastrian Priest, are now called Mobad, a contraction of the word Magu-Pati. Magu-Pati is what we would consider Master Priests, and this word comes down through early Greece. We know that the early Magush Caste was from an older polytheistic tradition from the Eighth Century BCE and later merged into the monotheistic Zoroastrian faith. This Median Magush

Caste spread throughout Iran. Magos, being a title given to the Zoroastrian Leader Zarathustra himself. Magi and Magush's earliest inscriptions are in The Behistun, written by King Darius I, commonly known as Darius the Great. This Persian ruler served as the third King of Kings of the Achaemenid Empire, reigning from 522 BCE until he died in 486 BCE. The inscription told a tale about ascending to the throne through a dream interpretation. It also depicted a deceitful Magush named Gaumata. Bardiya, a son of Cyrus the Great and the younger brother of Cambyses II (both Persian kings), either ruled the Achaemenid Empire for a few months in 522 BC or was impersonated by a magus called Gaumata.

From Rome, we have Magia, a Latin word meaning powerful magic. It's an ancient religion that predates Catholicism and even Christianity itself. Still, it had such dark secrets within its rituals - some aimed at controlling people through ceremony or psychological

manipulation like mind control. The authorities prohibited these rituals. The ancient Romans defined magic as dark and subversive. Magic was illegal if placed on others for malicious purposes, such as violence or theft. Many people in the period thought this type of "magic" worked through malevolence rather than superior supernatural powers like fortune telling, which did not become popular until centuries later when it became associated with wands. The earliest known evidence about how magicians were perceived comes from The Digestate Law, which discusses forbidding certain crimes using illusionist tricks. Later, Christian Leaders would proclaim that magic was a perversion of science and religion.

We also get the word "Magicus" from old Greek. Interestingly, this term was for someone who practices magic but originally grew from the Greeks' belief in operating through mathematics and science rather than faith or spirituality. We get the word Magique from

Old French, which means "mystery" or an enigma. Finally, coming to the English modern word Magic, sometimes spelled Magick. We define it as the application of beliefs, rituals, or actions employed in the idea that they can manipulate natural or supernatural beings and forces. It is a category into which various beliefs and practices are sometimes considered separate from religion and science.

Magic comes with a variety of practices and pathways for every individual. There are **Burial Rituals and Ceremonies**; Burial is one of the most ancient and ubiquitous human religious rituals. Burying our dead is found in every known culture, without exception. The earliest evidence for burial dates back to the Neanderthal era, some 60,000 years ago. Archaeologists have found animal antlers, tools, and floral arrangements placed alongside the deceased in these ancient graves. Our ancestors believed there was more to life than the physical world. They must have

sensed the presence of other realms or dimensions and thought that the dead could be helped on their journey to these places by gifts from the living. Today, we may no longer believe in the same things as our Neanderthal ancestors, but we continue to bury our dead with many of the same items. In doing so, we remember that death is not the end but merely a transition to another realm.

Ritual Cannibalism is the consumption of another human's body tissue, symbolically or literally. Throughout history, many cultures have engaged in cannibalism, including the Afro-Caribbeans, the Fore people of Papua New Guinea, the Māori of New Zealand, and the Aztecs and Tupinamba of South America. Cannibalism was practiced during periods of starvation, as a result of witchcraft accusations, and as part of religious or spiritual rituals. In some cases, such as those involving endo-cannibalism (the consumption of flesh from a member of one's community), it may strengthen social bonds among a group. In other

instances, such as exo-cannibalism (the consumption of flesh from outside one's community), it may be an expression of power or aggression. Evidence suggests that cannibalism was practiced as early as 50,000 BCE by the Neanderthals. Neanderthal caves in Yugoslavia, Italy, and France show signs of this. Cro-Magnon shelters with cracked leg bones and skulls suggest cannibalism continued until 30,000 years ago. Though dating also indicates that it could have started even 100,000 years ago. Often seen as taboo, cannibalism has been ongoing throughout history. Understanding the reasons behind cannibalism is essential to understand the human experience better.

Animal Ritualism, now just called Animalism, is a term used to describe the close magical and religious ties of humans with animals. A close relationship between humans and animals, especially wild animals. Otherworldly and super worldly realms are also often involved in Animalism, such as placating and begging

for forgiveness of the game. The practice of Animalism dates back to 17,000 BCE. Animalism originated in the Paleolithic era. Humans began forming close relationships with animals— recordings found in the cave art of shamanistic rituals. Maintained through activities such as animal worship, Animalism has many practices. Animalism is directly connected with animals and differs from the overall approach shamanism takes in its beliefs. It is also sometimes used as therapy to help people heal from trauma or connect with their animal instincts. Animalism spread to other cultures and became more standardized— many different cultures worldwide practice Animalism.

Spiritual Blessing Totems are integral to many Native American traditions but have been seen in many other cultures as far back as 12,000 BCE. Totems are an essential part of many ancient cultures. A totem can be a spirit being, sacred object, or symbol of a tribe, clan, family, or individual. Totems can take many different

forms, but they all serve the same purpose: to offer power and wisdom to those who "communicate" with them. The word "totem" comes from the Ojibwe, meaning "to bind together." Totems help to connect people with their ancestors and the natural world. Totems are guardians and protectors, called upon for help in times of need. Some Totems are more potent than others, and some are said to be able to cure illnesses or grant wishes. However, all Totems can offer guidance and insight. It is up to each individual to decide how they will communicate with their Totems. Some people build altars or shrines, while others keep their Totems close at hand. Regardless of how you connect with your Totems, they can offer a great source of strength and wisdom.

Shamanism is humanity's most ancient spiritual practice. Shamanism derives from the Evenki word šaman, meaning "one who knows." Shamanism refers to traditional beliefs and practices concerned with

communication with the spirit world. Shamanism is the belief that everything in the universe is interconnected. Evolving and encompassing older views, Shamanism believes in totem animals, which have the power to help or harm humans. Shamans commune with these totems and call upon their ability to help those in need. Traditional healers believe that shamans can diagnose and treat illness by restoring balance to the soul. Shamanism has undergone a dramatic resurgence recently through contemporary spiritual healers and groups. The popularity of Shamanism has led to traditional healers adopting the term to describe their practices to outsiders. Shamanism has been around since 11,000BCE, making it one of humanity's oldest spiritual traditions.

Prehistoric magic is a correspondence based on the idea that one can influence something based on its relationship or resemblance to another. As seen in cave paintings, these rituals seek to influence an outcome by

replicating it through ceremonies - such as hunting and various forms of prosperity. We find this as early as 9,500 BCE. By performing a ritual, Prehistoric Man believed that his tribe was blessed with a good hunt since it provided food and capital. Other practices would also bring about fertility, rainfall, health, and success. Those who viewed paintings depicting abundant food and other signs of prosperity likely felt blessed with abundance. Many of these ancient forms of magic are still practiced worldwide.

Sympathetic magic is a type of magic based on the belief that if two things have been in contact with each other, they continue to act on each other even after the physical connection is lost. This type of magic is also known as contagion or imitative magic, and we see it prominent around 4,000 BCE. Mages first practiced sympathetic magic in ancient Babylonian and Egyptian cultures. One of the most famous examples of sympathetic magic is the Egyptian practice of

mummification. The Egyptians believed that by preserving a person's body after death, they would be able to maintain the person's soul as well. As a result, mummification became a vital part of the Egyptian funerary rites. Sympathetic magic continued throughout the medieval and early modern periods. Only during the Age of Enlightenment did sympathetic magic fall out of favor among intellectuals. Sympathetic magic was an evolution of Prehistoric Magic found in most cultures worldwide. Contact or Contagion magical thinking is the premise that there is a direct link between two objects or people who have come into contact with each other. Egyptians used this type of magic extensively in folk medicine and potions, as well as in love spells and curse-breaking rituals. Sympathetic magic continued throughout the Middle Ages and Renaissance, often alongside Christian beliefs. Today, sympathetic magic exists in many cultures worldwide, albeit in more modern forms such as voodoo dolls and Feng Shui.

I present a structure only for our understanding. These belief systems only represent our current evolution that sporadically peaked from as far back as 150,000 BCE until now. They can look very different from earlier civilizations before this, for we were guided and influenced in very different ways. I will attempt to relate to earlier societies. However, I do so through conscious realizations, for we have little physical evidence, and intense opposing energies still seek to hinder this wisdom from surfacing. Magic only develops in consideration of the only Beings capable of manifesting, which are us. Remnants of these beliefs, on occasion, are still scattered across our planet as we marvel at them and are oblivious of their truths.

Magic has always been; even in our current world of religions and technologies, magic is simply this same ancient force moving us forward. Pagan beliefs and motifs influenced religious beginnings before the

formal composition of these beliefs. New belief structures merged with old, such as ceremonies, rites, and religious leaders from the past. Doing this made it easier for pagans to transition to Christianity. Additionally, Pagan practices and history were intentionally not recorded to make it more difficult for Paganism to return. Destroying all records was a common practice at the time and helped to solidify Christianity as the dominant religion.

Simply lighting a candle is a re-manufacturing of magic called **Fire Calling**. Fire has been a part of human life for hundreds of thousands of years. Evidence of controlled fire dates back to Israel almost 800,000 years ago. The first form of movable fire was by Ancient Egyptians, who made rush lights and torches. They soaked the pithy core of reeds in melted animal fat. Ancient Romans didn't develop the first wicked candles until around 3,000 BC. Today, candles are still widely used to create a warm and inviting

atmosphere. In addition to their decorative value, candles have several practical applications, such as providing light during power outages or helping mask unpleasant smells. Candles are essential to life, whether you're using them to add a touch of ambiance to your home or need a reliable light source.

The most potent form of magic is **Prayer**. Praying is a form of religious practice that seeks to activate an intentional connection to some greater power in the universe through deliberate, purposeful practice. There are many types of prayer: individual, communal, public, and private. There may be words, songs, or complete silence involved. An individual may pray through a hymn, an incantation, a formal creed, or a spontaneous utterance. The different forms of prayer are petitionary prayer, prayers of supplication, thanksgiving, and worship/praise. People may direct prayer towards a deity, spirit, deceased person, or lofty idea to worship, request guidance, assistance, confess

sins or express one's thoughts and emotions. Thus, people pray for many reasons, such as personal benefit or the sake of others. Yet it is, in essence, the evolution of all past beliefs in this current stage. As one seeks to beseech more extraordinary powers to influence change, we give such control over to something greater than us. If this greater power should choose, it does so through our commitment and belief in them alone, making our power the valid reason for this effect. Merging these different forms of prayers came with it the connection to various forms of more extraordinary powers, thus keeping their influence in our lives.

Symbols are a part of human culture, serving as a way to communicate ideas and emotions that Beings cannot express in words. They are often deeply rooted in our subconscious, evoking powerful emotions and memories. Symbols are everywhere in all aspects of our lives, from art and literature to religion and politics. They stimulate our imagination and enable us

to access depths of meaning that would otherwise be inaccessible. In a world that is rational and materialistic, symbols provide a vital link to the mystical and spiritual aspects of our existence. Symbols predate our current evolution as well. Symbols are an essential part of human culture, playing a vital role in our ability to express the inexpressible. By their very nature, they resist easy definitions or explanations. But that is precisely what makes them so intriguing and essential to our lives. They offer a glimpse into the mystery of existence, inviting us to explore the hidden depths of our being. Symbolism is a very ancient art and solely depends upon its creator, even as the generations continue to utilize them with no knowledge of their accurate representations.

The **Ritual** process is an integral part of many cultures and helps to give clients a sense of identity and order. It can also clarify values and offer opportunities to face personal challenges with community support. Rituals

often involve ritualism and ceremonies, which creates a space between ordinary reality and altered states of awareness. This trans-personal space can offer an opportunity for transformation. Humans can also use rituals to help clients access hidden parts of themselves, promote healing, and connect with the spiritual world.

Moreover, ritualism can help to clarify our values and offer opportunities to face our challenges with community support. Beyond simply providing a space between ordinary reality and altered states of awareness, a ritual can offer a transformative experience that helps us to become our best selves. For these reasons, tradition plays a vital role in many cultures worldwide. Ritualism plays a crucial role in magic, adhering to specific processes such as astrological charts and refraining from actions before the ritual. The origination of these acts must be realized, and not just followed.

These beliefs only represent a fraction of the magic currently in our world. There is something powerful and intoxicating about being part of a community that shares your thoughts. Even today, in an increasingly individualistic world, the lure of belonging to a group remains strong. And, as we now know, groups can wield tremendous power. Consider, for example, the power of religious groups. Religion has shaped human behavior for centuries. Even in our increasingly secular age, religious groups greatly influence their members. But it's not just religious groups that can be powerfully influential; any group that shares a set of beliefs can profoundly affect its members. Nowadays, all sorts of groups - political, economic, social, and more - compete for our allegiance. This competition is only getting more intense. We can not be oblivious to the power of groups. We need to be aware of their influence on us and ensure we don't allow ourselves to follow blindly. Only then can we indeed be free

individuals.

Within these groups, we can genuinely realize the magic they wield. But it is also a way that we can truly understand where their intentions lie. To amass millions of followers and say that world peace is the goal, yet not having a single manifestation of this directs us towards truth. This breakdown becomes apparent in factions of the groups wanting change so badly that they take aggressive actions that often become detrimental to what they view as an opposition. The Leaders of these groups will very rarely direct these actions nor condemn them, for to do so would take from them the energies they utilize for their true intentions. The true strength of many organizations is the number of followers. More than just monetary compensations, many of these beliefs, when adhered to, give to those that created this power. Many hardcore followers equate these Leaders as directly a source of their faith. Some Leaders may not

initially realize this, but those who do, take full advantage as they play out our most ancient dance as we feed off each other's powers to create. Leaders are the primary influence of an organization. Many contributing factors to these groups not manifesting what they say they want. Internal powers attempting to rise within and alter their following beliefs, the original growth founded on unknown “other powers” that can influence them, and masses evolving to new consciousness who no longer give to the group-created powers are just other examples.

I have placed magic into three categories so that we can unify our understanding. To help us move past our definitions of magic and evolve consciously, I would like to call magic Power Working now. **Physical Power Working** refers to the many beliefs that pertain to action in the material universe. These are the practical exercises we perform intending to gain results. These are considered actions we do

unknowingly, such as fasting before surgery or even circumcision, for there are many actions we take on with little critique as it is generally acceptable normality. My goal is to help us realize these actions and bring them to a complete understanding of our self-growth.

Mental Power Working I have yet to discuss. It is seen through any form of psionic abilities and generally relates to psychic powers. Psionics was a proposed discipline that applied engineering principles to studying and employing paranormal or psychic phenomena, such as telepathy and psychokinesis, precognition and remote viewing, and retrocognition. These are solely mind-related powers, and generally, many beings possess a combination of them without gaining a realization of them. Psionics looks into discovering how to read, control, and train these abilities in individuals as well as using devices that can amplify or measure psychic activity. Though there is

no distinct Psionic power, Psionicists often refer to any ability achieved through Psionics as a Psionic ability. Remote Viewing is an example of a Psionic ability where the Psychic uses their mind to see people or places while they are not physically present. Another ability would be Psychokinesis which is the Psionic ability to move objects with the power of the mind alone. Psionics has yet to be recognized as an official science. Still, there are Psionic training programs available for those who want to learn more about their abilities and how to control them. We await what the future holds for this fascinating area of study.

Lastly, there is **Spiritual Power Working**, a state in our evolution where minimal effort is needed. The universe manifests all things for prosperity. Such powers of manifestation are hard to contemplate, for being within the physical realm, prosperity only equates to the material. On the deepest levels, we can not fathom a universe that is intrinsically connected to

us. There is a multitude of factors always moving about which determine our outcomes. We typically block, destroy, or redirect this energy through our concepts. Spiritual Power Working would be active participation, witnessing these strings of manifestation, and fully accepting what may come to you regardless of the results. The highest level of this development has such complete faith in consciousness that it isn't even a form of contemplation. Though I rarely see this in Greater Beings, they are already in the highest development, and beyond considering to contemplate it, it is never verbally expressed. Manufactured within the most profound people of faith, yet when consciously viewing them, you will see the conflict they hide from those incapable of seeing.

Throughout history, magic has been defined in many different ways. Some see it as a way to control the natural world, while others see it as just connecting with the spiritual world. I hope I have given you

something new to contemplate about magic. Magic is an incredibly complex topic, and many secrets remain hidden. However, I believe that by understanding magic, we can help to strengthen our connection with the natural and spiritual worlds. If this has piqued your interest and given you new information about magic, then I am blessed. As I like to say on my Youtube Channel, I am taking on everything in the universe and making it understandable to Collective Consciousness.

Chaos

We often equate existence with big bangs and spectacular light displays. For it is known that where there is light, there is life. Yet we one day will come to know that there are many forms of life, and with this life, many different types of creation stories. Such is the story of Chaos as it existed before The Plane of Order manifested. Some say Chaos was a formless void, while others believe it was a raging storm of energy and matter. Regardless of its true nature, Chaos was a place of great power and potential. It was within this Plane that the first sparks of life were born. From these humble beginnings, the Plane of Order eventually came into being. And though it is now mortal enemies with Chaos, we can still see the remnants of its power in the chaos that exists in our world.

Chaos and Order have been locked in battle since the beginning of time. Chaos is the force of entropy,

constantly striving to break down the Universe's structure. Order is the force of stasis, working to maintain the status quo. For eons, these two forces have conflicted, each trying to gain the upper hand. Recent discoveries in quantum physics suggest that Chaos may be gaining ground. According to some theories, our Universe is a chaotic system only temporarily held in check by Order. As we gain new knowledge and understand the true nature of reality, Chaos may begin to assert itself again. The outcome of this battle is far from certain, but one thing is clear: Chaos and Order will continue to wage war for as long as the Universe exists.

Chaos is seen as an opposing force, an unpredictable and dangerous force that can lead to destruction. However, Chaos is a creative force, a source of new ideas and possibilities. **Chaos Theory** is best said to be the behavior of systems susceptible to initial conditions. In other words, it studies how small

changes can lead to significant effects. Chaos theory has been used to explain everything from the weather to the stock market, now applied to quantum computing. Quantum computers can exploit the strange behavior of particles at the subatomic level to perform calculations that are impossible for classical computers. Some scientists believe that quantum computers will create artificial intelligence or new life forms. CERN is an international scientific organization best known for its Large Hadron Collider, a particle accelerator designed to study the fundamental structure of matter. However, CERN is also involved in many other research projects, including quantum computing. Recently, CERN announced a new project called the Chaos Computer Club, which will explore the potential of quantum computing to create artificial intelligence. The Chaos Computer Club is just one of many organizations trying to harness the power of Chaos to create new particles and possibly more.

Breakthroughs are great! But we haven't grown consciously enough. We end up with only momentary positive uses until we eventually fall short of our breakthroughs. I have consciously contemplated these organizations and concluded that they are oblivious to what they are attempting to do in a spiritual sense. It is humanity's way to tinker with destructive powers that can sometimes place the planet in turmoil, as with the atomic bomb. The problem is that we become so spellbound by the potential good a new technology offers that we gloss over the potential for misuse and catastrophe—certainly the case with nuclear power and the atomic bomb. New technologies always offer new possibilities for good and evil. It is up to us to grow more conscious to ensure that the good outweighs the bad. Unfortunately, it often seems like we are more interested in playing with our toys than in the hard work of growing up spiritually. As a result, we often end up causing more harm than good.

Philosophers have long wrestled with the concepts of order and chaos. In the physical world, within everything, there are laws and patterns. The laws of physics can explain even the most random-seeming events. However, there is also a sense that the world is unpredictable and chaotic. They were recognized by scientists in the early 20th century, who found that even simple systems could exhibit complex behavior that was impossible to predict. Since then, chaos theory has developed to explain this behavior. A peculiar aspect of these patterns is the Chaotic Force that makes them unpredictable. Scientists believed that chaotic forces could be contained and harnessed. Since then, researchers have received significant interest in chaos control, seeking to tame the untamable. However, remember that chaos is inherent in the world, and control is a false understanding. Chaos theory can help us to understand and predict chaotic behavior, but it cannot change the underlying nature of the Universe.

Before the Universe, there was only Chaos. Chaos was an infinite and eternal abyss, filled with an endless supply of energy. This energy was constantly in flux, always moving and changing. There was no order or structure, and Chaos was in a continual state of change. However, Chaos was not always in a state of flux. At one point, Chaos was in a state of harmony and balance. But then, something happened that disrupted the peace of Chaos. Order appeared. Order is the force that brings stability and structure to the Universe. The power creates stars and planets and sets them in motion. It also gives rise to life and organizes it into complex forms. Order permeates everything in the Universe, from the giant galaxies down to the smallest matter particles. And wherever Order appears, Chaos is destroyed. Chaos can only stabilize when Order is no longer present. Any form of containment is, in essence, replicating this ancient battle. We should prepare for this outcome. I can only give insight into what Chaos once was and what it still is beyond the reaches of this

Universe. We must understand from Chaos's viewpoint that Order is the enemy. Consequently, as products of Order in the physical Universe, so are we.

Chaos Magic is a relatively new magical practice characterized as an invented religion. The founding figures of Chaos Magic believed that other occult traditions had become too dogmatic and religious. Chaos Magic bases itself on the belief that we can tap into forms beyond the material universe and connect to the Chaotic Force. Only achieved when we let go of our attachment to the material world and transcend to a higher state of consciousness. Chaos Magic is a non-dogmatic and flexible approach to magic that allows each individual to explore and create their unique magic system. Chaos Magic is a very inclusive and diverse practice open to anyone willing to explore. Chaos magic is a relatively new magical tradition that strongly emphasizes the role of belief in achieving magical results. According to Chaos magic theory, all

symbol systems used in magic - whether they be Qabalah, astrology, the I Ching, or anything else - are ultimately constructs of the human mind. As such, they have no absolute truth value in and of themselves. What matters is not whether a particular system is "true" but whether it is effective in helping the practitioner achieve their goals. This approach has led Chaos magicians to experiment with various techniques and symbols, often borrowing from other traditions to find what works best for them. While this approach may lack the traditionalism of some other schools of magic, it has resulted in a vibrant and ever-evolving tradition that continues to grow in popularity.

Chaos Magic and Chaos Theory provide a way to understand how entities in the Chaotic Realm exist. Magic is the practice of harnessing the power of Chaos, and it is the raw, unformed energy that permeates the Universe. Chaos Theory is the study of how Chaos behaves in its primordial state. Together, these two

disciplines give us insights into the working of The Chaotic Realm. A Chaotic Realm is a place where Entities have existed far beyond our current Universe. These entities are of pure Chaos energy. They are mighty and yet completely non-conceived by us. Yet like us, they exist with related communication in forms much like our Universe. Chaos Magic and Chaos Theory help us to understand how these chaotic entities can live and interact with each other. The collective consciousness is beginning to awaken. Those capable of peering into this realm will see the inter-working on a cosmic scale. We cannot control such forces, for we are of consciousness and order. But this doesn't mean we can't understand and manipulate its outcomes. Like all known Universe, we are a physical manifestation of chaos. Our consciousness and minds keep it away because they manifest in higher planes. We see this purely in the way forces hold together our very forms and the world around us.

The hierarchy of the Chaotic Realm is not as complex as we would think. It begins with an ancient entity that once slumbered within this void far before The Absolute reflected itself as the Omni-Conscious into this now evolving Universe. In a sense, this entity is the true opposing force to what we know as the Omni-Conscious. As this is an entirely new realization, I tread lightly. It has taken thousands of years even to consider what the Omni-Conscious is. To now contemplate an equalizing danger may be beyond most spirits' comprehension. We now know that conscious life expands in unique ways. The Absolute reflected itself into the Omni-Conscious, then the Omni-Conscious reflected itself into the Source of Consciousness and the Universal Mind, and reflected in the laws that govern The Known Universe. In the farthest reaches of the Outer Universe, beyond where consciousness prospers, there is no such reflective expansion. All manifestations of this ancient entity are a direct reflection of its persona. They do not possess

individual personalities as we do as sentient beings. Thus, to communicate with any lower entity within the Chaotic Realm will be direct communication to the source of their creation.

When the conscious expansion occurs, any ancient entities such as these seek out other places of refuge beyond what we consider the void. They easily choose not to take this understanding of The Absolute and its continued growth, or they agree to sub-exist within the now forming Universe and adhere to the Absolute's Laws. This ancient entity did consider the latter, but throughout this Universe's growth, It began a campaign of hostility against this expansion. This war began within the Plane of Order, for it was here that Entities (from the Outer Universe) and Beings (from the Collective Universe) began to manifest into the physical Universe. Being such, the Chaotic Entities took on several manifestations. Far before the formation of the prime elements with which we are

familiar. Many ancient doctrines on nothingness try to convey this to us. However, it is through the means that the mystics can consciously comprehend. Yet they, on many occasions, fall short of creation's place in time, as it is related to the manifestation of the earth and not sometime farther. Only when realizing those creation myths that start with Chaos and, at times, the void, should we lend credence.

The Aboriginal people are said to be the most ancient of human races. It's believed they migrated from Africa tens of thousands of years ago and settled in Australia around 60,000 years ago. The Aboriginal people have a rich history and culture and play an important role in Australian society. Their unique way of life connects to the land and their profound understanding of the natural world. Today, around 700,000 Aboriginal people live in Australia, and their unique culture is integral to their national identity. Their creation story also stems from Chaos. The leading contenders for the

primordial substance are not a soup, but Sky (Uranus or Ouranos) and a kind of emptiness, referred to as either the Void or Chaos. Since there was nothing else, what came next must have sprung from these first or elemental things. The creation from the chaos story is standard in many cultures. In this story, the Universe, created from a disorderly state of affairs, explains why the world is full of suffering and evil. The tale also provides satisfaction in knowing that consciousness will restore order. Another version of this story is that there is a battle between good and evil, good promising to emerge victorious in the end. This story provides hope in the face of seemingly insurmountable odds. Yet this is just one part of the world where mystics wrote about creation from Chaos.

The Japanese Creation Myth comes from the Kojiki, or "Record of Ancient Matters," written in 712 CE. According to the myth, all was chaos before the heavens, and the earth came into existence. Eon

followed eon, and out of this boundless, shapeless mass, something light and transparent rose and formed heaven. The Plain of High Heaven materialized a deity called Ame-no-Minaka-Nushi-no-Mikoto (the Deity-of-the-August-Center-of-Heaven). Next, the Heavens gave birth to Takami-Musubi-no-Mikoto (the High-August-Producing-Wondrous-Deity), followed by a third called Kammi-Musubi-no-Mikoto (the Divine-Producing-Wondrous-Deity). These three divine beings are called the Three Creating Deities. In Japanese mythology, the world remained chaotic, the many gods born in succession with nothing to do.

The Heavenly Gods summoned the two divine beings, Izanagi and Izanami. These two Gods descended to the nebulous place, consolidating it into terra firma by helping each other. The world as we know it came to be through this action. The birth of the deities was a crucial moment in Japanese mythology as it marked the beginning of order in the world and control over chaos.

It also established the roles that Izanagi and Izanami would play in shaping the world. As divine beings, they had great power and responsibility. They would have many children who would become essential gods and goddesses in their own right. Japanese mythology is full of stories about the birth of the deities and their adventures in creating and shaping the world. These stories provide a glimpse into the culture and values of the people who made them. They offer insight into how the people of Japan saw themselves and their place in the world.

Hesiod describes the origins of the **Greek** gods, composed in 730–700 BC. In it, Chaos was the first thing to exist: "at first Chaos came to be" (or was), but next came Gaia, Tartarus, and Eros (elsewhere, the name Eros is used for a son of Aphrodite). Unambiguously "born" from Chaos were Erebus and Nyx. For Hesiod, Chaos, like Tartarus, though personified enough to have borne children, was also a

place, far away, undiscoverable by mortals, and set off apart from the cosmos proper. Otto Gruppe thought the whirlpool might have inspired Hesiod's Chaos in the sixth book of Homer's Odyssey. R. E. Wycherley believed that Chaos was a formless earth goddess. Other interpretations include Niels Bohr's notion of unordered atomic matter and Georges Dumézil's interpretation that chaos meant "the void." Some modern scholars follow Anaximander in understanding Chaos as an unformed primordial substance that generated the distinctively Greek gods by natural processes of Timaeus 28e. **Erebus**, in Greek mythology, is darkness. Erebus is the child of Chaos and symbolizes deception to a new consciousness. Altogether, Chaos birthed Erebus, Nyx, Geras, Eros, and Thanatos. Erebus features little in Greek myths, but his existence indicates the hidden agendas at hand. Many times the most critical figures do not wish to be uncovered. There is a multitude of stories about the existence of Erebus' siblings. Erebus is mainly glanced

over, dispersed into history, it would seem. Erebus represents the entity manipulating the chronicle, the true motivating force behind the scenes. Examining Erebus closer brings us exciting information previously hidden in shadow. Erebus, being the god born from Chaos, never elaborated on like that of his siblings.

Erebus finished the Underworld after the gods created the earth by filling in empty places with dark mists. This place was called Tartarus, where the Titans are said to be. NYX used Erebus' dark energies to bring the night to earth. The Greek poets referred to this as the "Veil of Night." Erebus and Nyx's daughter, Hemera, was charged with burning off the dark mists to bring about dawn. As such, Erebus is of interest to both Greek cosmology and mythology. It is important to note that Erebus should not be confused with Hades, the brother of Zeus and Poseidon. Hades inherited the third realm when the three brothers divided the world into kingdoms. Hades is often associated with death

and the Underworld, but his name refers to the hidden place where Pluto lives, which is not necessarily synonymous with the Underworld itself.

In contrast, Erebus was the Greek god of The Underworld, and his name meant "place of darkness between earth and Hades." Erebus is depicted as a dark-winged demon or dragon. He was also sometimes shown as a bearded man with swirls of darkness around him. Erebus is shown as emerging from Cimmerian darkness or Nyx's mists in the artwork. Erebus was the father of many creatures and spirits in Greek mythology. Thanatos (the personification of death), Geras (the personification of old age), Momus (the essence of mockery), and Oizys (the spirit of woe, pain, and distress). He was also the grandfather of Nemesis (the goddess of retribution), the Fates, and the Moirae. Some sources also credit him as the father of Charon, the ferryman who transported souls across the river Styx to the Underworld. Erebus' name is also

sometimes used as a poetic term for death or darkness. It has been used in this way by many famous writers throughout history, including Homer, Dante, Milton, and Shakespeare. The name "Erebus" is used in astronomy as well. It is the name of the moon Pluto, as well as an island in Antarctica.

The Underworld, also known as Hades, is the Greek realm of the dead. The Underworld is a dark and shadowy place where an individual's essence goes after death. The earliest conception of the afterlife in Greek mythology does not involve any sort of judgment or separation of good and bad people; instead, all the dead are indiscriminately grouped in this shadowy post-existence. However, later mythology (e.g., Platonic philosophy) began to introduce elements of post-mortem judgment, with good and bad people being separated into different areas of the Underworld and receiving other treatment. The Underworld is a dark and dreary place where the sun never shines, and there

is no hope or joy. Once in the Underworld, the dead are assigned to one of three places:

- Elysium (a paradise for heroes)
- Tartarus (a terrible place for sinners)
- Asphodel Meadows (a bland middle ground)

The Underworld is also home to several monsters and entities, such as Cerberus, the three-headed guard dog of Hades; Sisyphus, condemned to roll a boulder up a hill for eternity; and the Furies, who torment sinners. Once someone has entered Hades, they can never leave; it is a place from which there is no escape. The Greek underworld has inspired many famous cultural works, including the Inferno of Dante's Divine Comedy and the realms of Hades in modern-day video games such as God of War. It is also the most commonly used setting in horror movies and television shows.

According to Greek historian Hesiod, Chaos was a place much like Tartarus and later the Heavens above. He described it as a place far away, underground and

gloomy. As the first gods emerging from Chaos, Hesiod establishes the deities related to each element known. It began with the primordial elements: the Earth, the Sky, and the Sea (more on this soon). Hesiod also accounted for Zeus' fight with the Titans, it's not the fight itself, but the meaning of what's taking place —described as an alarming heat that took over Chaos. It seemed to go out of Gaia and Uranus at once and rushed towards each other and met. The union tells us that Chaos moved away from her usual place of being between the earth and heaven and broke into the physical Universe. Hesiod then goes on to say that after their defeat, the Titans resided in Tartarus, similar to Chaos regarding its darkness and gloominess, and we can now say aligned or controlled by Chaos (Erebus).

Although there are differences between how Hesiod describes Chaos, there are more similarities than not. Greek understandings of the Underworld and the Chaotic realm describe chaos as a dark, empty void or

primordial soup. She is the birthplace of the Universe or the first thing ever. In some accounts, Chaos is also the personification of disorder and chaos. Hesiod's Chaos is interpreted as either the gap between Earth and Heaven or the abyss containing Tartarus. Chaos is simply the absence of order or structure. The two terms are used together to emphasize their contrast as the opposites of the cosmos. For example, one might say that the Universe began in a state of Chaos and has since evolved into a more ordered form of cosmos. It is also sometimes seen as a symbol of change or transformation. After all, anything born from Chaos is necessarily changing or transforming in some way. **Any Elementals born first in this ancient war with Order manifested the first physical life on this planet. And with it, Chaos brought magic into the physical world.**

What we know as reality is but a reflection of that event. We must dislodge the concept that human

beings as we know them now existed at that time. Hesiod was accounting for something much older, any influence that the Ancient Greeks had was of the Greater Elementals' retelling of a story from their understandings. And we are imparting this to consciousness, attempting to receive it. The only part of Hesiod's grand story is one purposely hidden fact (though not by him, but by those entities trying to keep our history hidden). That is when Chaos fought its way into the physical Universe and magically manifested therein. It is this event that created what we experience as reality. Underlying all physical laws and interactions is the basis of all existence. To begin to understand it is to start on the arduous journey of unraveling the great mystery of our Universe. Erebus (and possibly Nyx) are the only entities created by Chaos solely. Erebus holds domain over the origination of the Underworld, which is the Outer Universe's domain beyond consciousness. Erebus attempts to recreate a more hospitable place through Hades so that the truth fades

into antiquity. And the once first born powerful Greater Elementals come under Chaos command as the now Titans. Yet all this happened, not through a pen, not even on this planet. The effects of who and what we are resides in our origination within the physical Universe. The Outer Universe's war began in our young Milky Way's center.

Viewing this event in a much larger understanding, we can now realize that the Primordial Deities were at war in a galaxy rather than a planet. Consciousness could conceive this fully at the time. Gaia does not represent earth but the material universe, as Uranus represents not the Sky but the eternal void outside the material universe. Chaos herself represents the breaking into the physical Universe (though the story redirects us to the one known as The Sea). The realization that we must fathom is that we are born from Chaos. And thus born enemy to our forefather, once having direct control over us, we now freely exist by consciousness. True

magic is the manipulation of Chaotic Force. Our consciousness pulls from the Chaotic Realm and organizes it to Form within the material world. Manifestation differs significantly from the powers we wield through consciousness, discussed later. Here is where magic originated, and we will continue our journey after a deeper understanding of Chaos Magic. I present new techniques to create a universal approach to the practice of magic.

The term **Sigil** refers to a pictorial representation of a deity or spirit. In modern usage, Sigils have grown to refer to a symbolic representation of the practitioner's desired outcome. We can create sigils for any desire, goal, or dream imaginable. What's needed is an intention and some form of symbolism to represent it. Sigils can be as simple as a drawing or doodling or as complicated as an elaborate multi-layered design. The key is to make sure the Sigil is personal and Meaningful to you. There are many ways to create

Sigils, but the most crucial part is infusing your intention into the Symbol so that it can work its magic.

Kia is a mystical concept that originated with Austin Osman Spare. The word comes from the ancient Egyptian word for "spirit" or "soul." As with the Tao, Kia represents universal consciousness or unity. Numerous other occultists, such as Kenneth Grant, have adopted the concept, primarily influencing the chaos magic movement. Kia is a source of power and inspiration, and many chaos magicians believe it is accessible through meditation and trance states. It has also been linked to the "astral plane" **-** a higher level of reality accessed through altered states of consciousness.

Magicians create **Servitors** specifically to perform tasks. They are buds of the magician's psyche, given a name, trait, or Symbol for identification. Servitors, viewed consciously to understand how they affect the

magician—servitors used for protection, healing, or divination, among other things. Servitors can be created for specific purposes or left general. As a magician, you should understand that servitors are part of your subconscious. Servitors can be helpful allies or dangerous adversaries, depending on their treatment. Magicians should use caution when working with servitors and be sure to dismiss them properly when finished.

Egregore (pronounced EH-are-gawr, with the hard "g" sound) is used in demonology and occultism, initially referring to an angelic being or watcher. The concept has its roots in the Book of Enoch, a pseudepigraphical work (a text whose claimed authorship is false) of the Old Testament. Groups of people can create egregores by generating similar thoughts or emotions that merge into a non-physical entity. This entity can influence the Thoughts, deeds, and even physical reality of the group that created it. Egregores can be both positive and

negative; they can protect and enlighten their creators or enslave and deceive them. The word "Egregore" comes from the Greek prefix ἐκ- (ek-, meaning "out of") and the root -grego, meaning "to watch." It means "that which watches from within." So an Egregore is an entity created by and watches over a group of people. Note that Egregores are not gods; they are human creations controlled by humans. However, they can become mighty if left unchecked. Many famous Egregores have existed throughout history, such as the Eye of Providence (also known as the Seal of the United States), which Freemasons designed to represent their god, Jehovah. Other notable Egregores include:

- Moloch (the national god of ancient Carthage).
- Baphomet (the iconic goat-headed deity associated with Satanism).
- Cthulhu (the monster worshipped by the fictional cult of the same name).

While Egregores can be dangerous entities to avoid, they are also harnessed for good. For example, some groups use Egregores to protect themselves from harm or to achieve specific goals. In conclusion, Egregores are non-physical entities that arise from the collective thoughts of a group of people—both positive and negative forces in the lives of their creators.

The Cut-Up Technique is a technique in which a written text is cut up and rearranged to create new content. Made public in the late 1950s and early 1960s by writer William S. Burroughs. Cut-Up is often used as experimental writing and employed by many notable authors. In Cut-Up, a text is cut into pieces with scissors or another sharp instrument and then rearranged to create a new work. The Cut-Up technique will create found poetry or entirely new works of fiction or non-fiction. Cut-Up can also be used to deconstruct traditional narratives or explore texts' meaning.

Playback is a magical technique developed by William S. Burroughs, primarily as a way of placing curses on people or places. Playback involves recording oneself speaking a curse or other magic words, then playing the recording back at a later time. The theory behind playback is that the words spoken during the recording will have a magical effect on the person or place. Later chaos magicians such as Genesis P-Orridge and Peter Carroll developed and commented on this technique. Playback is just one of many techniques used in chaos magic, which is a non-dogmatic and experimental approach to magic that emphasizes the power of the individual practitioner.

Synchromysticism is the practice of connecting mystical or esoteric significance to coincidences of events. The word, a portmanteau of Synchronicity and mysticism, was coined by Jake Kotze in August 2006. As Steven Sutcliff and Carole Cusack explain,

synchromysticism is "part artistic practice, part spiritual or metaphysical system, part conspiracy culture." It appears to exist at the fringe of previously considered fringe areas. In contrast, Jason Horsley describes it as "a form of postmodern animism" that "combines Jung's notion of meaningful coincidences with the quest for the divine, or self-actualization through the experience of the divine." Synchronicity, first introduced by analytical psychologist Carl Jung, holds that events are "meaningfully related," regardless of whether there is any apparent causal connection. Synchro-Mystics apply this concept to many phenomena, from art and pop culture to history and current events. Proponents of synchromysticism often find hidden patterns and relationships in seemingly random data, which they believe reveal hidden meanings and truths. While some see synchromysticism as a way to access hidden knowledge, others view it as a form of entertainment or an aesthetic experience. It is sometimes criticized for

embracing conspiracy theories and relying on confirmation bias. However, many proponents of synchromysticism argue that it is a valuable way of understanding the world and can lead to new insights and perspectives.

Divination is to gain insight into a question or situation through an occultic, standardized process or ritual. Diviners understand their interpretations of how a querent should proceed by reading signs, events, omens, or alleged contact with a supernatural agency. Divination has had various forms throughout history. The known Oracle of Amun at the Siwa Oasis became famous when Alexander visited it after conquering Egypt from Persia in 332 BC. Oracles and Seers in ancient Greece both practiced divination. The prophecies of the oracles were understood to be the direct will of the gods on earth. The high demand for oracles resulted in limited availability, and divination became widespread throughout Greece. Many types of

people consult seers for advice and predictions. Divination was even practiced in Roman society, though it was looked down upon by the government. Divination continued to be popular throughout medieval Europe and into the Renaissance. Modern-day prophecy includes tarot readings, palmistry, and tea leaf readings. Divination is still practiced today by people all over the world who are seeking guidance and answers to their questions.

Incantations are magical formulas that trigger a magical effect on a person or object. The procedure can be spoken, sung, or chanted during ceremonial rituals or prayers. Incantations are found in many different cultures and for various purposes, such as healing the sick, providing protection, or bringing good luck. In some cultures, incantations ward off evil spirits or demons. Incantations usually consist of a series of words or phrases that create a specific result when spoken aloud. Incantations harness the power of the

spoken word to achieve the desired outcome. Incantations can be powerful tools, but they should always be used with caution and knowledge, as misuse can lead to negative consequences.

Chaos Magic has its roots in Gnosticism, and we can say that it is a revitalization of ancient practices. Gnosticism is a belief system with ancient roots. It teaches that the world is fundamentally spiritual and that humans are divine beings who have come to earth to experience life. They believed that the material world is illusory and that inner growth can only find actual reality in the spiritual realm. Chaos magic has its roots in Gnosticism, and practitioners use gnosis or the gnostic state to achieve an altered state of consciousness. In this state, the mind has only one goal or thought, and all other distractions disperse. The Gnostic state allows magicians to bypass the "filter" of the mind, which is necessary for working in most forms of this art. To achieve a Gnostic state through

meditation would take years to master. Chaos magicians often employ other methods to attain this state briefly. These methods include drugs, sex, sleep deprivation, and sensory overload. By achieving a Gnostic state through one of these methods, chaos magicians can work magic more effectively. As with many types of magic, you will find that it never dies out, only resurfaces throughout generations in new forms. When we learn the who and what we follow, consciousness brings forth an unfathomable power into our practices.

Into Matter

When considering magic, we must understand the forces at play when we use these powers of creation. In addition, many beliefs have a variety of actions that people must perform within them. When prayers go unanswered, it's easy to feel disillusioned and hopeless. We may wonder why our gods or ancestors didn't come through for us, especially when we've done everything we could to please them. But what if the answer is more straightforward than that? What if they're not there? Prayers and blessings can be potent forms of magic, but they only work if the recipient is willing to help. Too often, people try to pray to beings that don't even exist or pray for something that goes against the recipient's beliefs. Magic can lead to many problems, especially when innocently dealing with the Chaotic Realm. Blessings from the Chaotic Realm are dangerous and unpredictable. They can easily lead to disaster if not handled correctly. That's because the

Chaotic Realm is full of beings that despise humans and everything we stand for. Trying to gain their blessing is asking for trouble, and it's an excellent way to damage your spiritual growth.

When people perform rituals and ceremonies, they often call upon forces beyond their control, and the outcome can be very unpredictable. ; People can summon chaotic entities, and more extraordinary elemental beings depend mainly on the true face of the entity. The result could be disastrous or ineffective if it is a chaotic entity. If it is a more extraordinary elemental being, the effect could be more controlled, but it might not turn out the way the performer intends. In either case, knowing the risks involved in performing rituals and ceremonies is vital. When calling upon chaotic entities, there is always the risk of something going wrong. The entity might not be able to be controlled, or it might take on a form that seeks to confuse us. This summons can lead to all sorts of

problems, ranging from the entity causing havoc and destruction to simply not performing the actions asked. There is also the risk that the entity will consume the performer or anyone else. When summoning a more incredible elemental being, the stakes are much lower, but they are still present. The being might not do what's intended, or it might do something unexpected. There may be problems, but they are usually not as severe as when summoning a chaotic entity. The practitioner could have severe consequences if something goes wrong during the ritual. Therefore, it is always best to prepare for anything that might happen.

The earliest systems of belief imagined a spirit world, often invisible, that existed alongside the physical world of human communities. For example, some foraging communities may have created ritual songs or dances or staged mock hunts to please the spirits in the natural world. Some spirits were attached to certain people, families, places, or objects, while others

controlled certain aspects of life. There was an incredible amount of diversity across societies. These spirits weren't gods, and these belief systems were not religions—at least not in today's organized religions. Instead, the natural world was a part of this spiritual world. Rituals and ceremonies connected to the material universe at that time; it is here where we awaken to forms and our understanding of them. Because we believe these beings and entities are beyond us, we do not associate them as being from the material universe, but they are in ways we have yet to comprehend fully.

Animalism, the belief that animals are equal to humans, did not exist in Lemuria. The forms we possessed were information gatherers of planetary consciousness, and the varieties they reflected were a collective realization of this. They went through their evolution, but this was again a collection of what was, at the time, a consciousness's current dominant

understanding for survival. To contemplate some of the most prehistoric forms that could host consciousness is still too far for us to realize. We do not have an accurate replication of the bodies we possessed in Lemuria, as we existed without any need to call upon magic. Magic was something that just manifested in our desires. Much like now how the elements care for the inner workings of our bodies without our asking. All other Root Races before the Lemurians also had no interest or need to utilize magic.

There is a multitude of information that has surfaced about the Lumerian Continent. However, when looking at the blending of later civilizations and beliefs, we must know its location is within the Pacific Ocean. The remnants of it we now call the Hawaiian territories—societies formed in East Asia, Australia, and also the western coasts of North and South America. We know about Lumeria from various sources, including ancient texts, oral traditions, and archaeological evidence.

According to these sources, Lumeria was a highly advanced civilization with a rich culture and history. The people of Lumeria were experts in various fields, including physics, mathematics, and engineering. They were also said to possess great psychic powers, which they used to heal the sick and perform other amazing feats.

The people of Lumeria eventually divided into two main groups: the Root Races and the later societies which traveled beyond the continent. The Root Races were said to be the original inhabitants of Lumeria, while the later cultures were said to descend as Lumeria's first settlers elsewhere. Regardless of their origins, all of the people of Lumeria shared a love for their lost continent. I write this knowing it goes against Theosophy's current wisdom. Here it is told that Australia is the remnant of the Lemurians, and then they colonized the areas surrounding Lemuria, namely Africa, Southern India, and the East Indies. It's

conceived that Mu and Lumeria are synonymous, yet we must realize Mu was an earlier continent west of Lumeria. The two closely divided and gave the understanding to most of a single continent. Through Mu, the East African, Southern Indian, and Australian earlier civilizations reflect this best. Southern India especially possessed realizations and techniques not seen in other ancient societies.

Considering how significantly advanced Lumeria was, we must consider our current conscious understandings. When attempting to piece together our ancient past, it is our nature that we show an advancing evolution. We can not conceive of change unless it coheres to our concepts of growth within the physical universe. The Lumerians were, in fact, advanced, but in ways of spiritual development. Their civilizations reflected oneness with universal energies. Structures encompassed nature's beauty, naturally strong varieties of natural fruits and nuts, which were abundant, and

very little need for common morality in their concepts. Laws and structure were not a consideration, for none went against the Laws of Nature, providing continuous harmony. Knowing that Lumerians co-existed with the dinosaurs within the Jurassic Period does not mean dinosaurs existed on Lumeria. The Root race of Lumeria was a dominant race within their terrain. They would defend their areas, but this wasn't done through collective force, for a single Lumerian could take on any hostile threat with their size and ingenuity. They would travel far and wide and settle in the areas where Theosophy relates, namely Africa, Southern India, and the East Indies. As the planet evolved and all things changed forms, the Lumerians became more engrossed in matter manipulation. Fascination with material creation became a hands-on approach. In Lumeria, this took on significant structures that still wholly harmonized with nature. The original Lumerians eventually became dependent on creating through physical means, and as collective consciousness does,

the planet began to manifest this new way of existing. It started to harm those who wished to maintain these powers they had once harnessed. Particularly those that settled into the early Indian territories.

By this time, the Lumerians had moved past their original forms. They had begun to take on the appearance of humanoid qualities with a collection of colors and appendages we now rarely possess. These forms are known now in The Rigveda or Rig Veda, an ancient Indian collection of Vedic Sanskrit hymns. One of the four sacred Hindu texts is known to be the Vedas. The Rigveda is the oldest known Vedic Sanskrit text, and its early layers are among the oldest extant texts in any Indo-European language. The Rigveda contains accounts of the creation of the universe and the natural world. It also includes hymns dedicated to various deities. The Rigveda is a valuable source of information about the early history of India. It provides insights into the culture and beliefs of the

Rigvedic people. The Rigveda was orally transmitted in the 2nd millennium BCE and far before. The philological and linguistic support that the bulk of the Rigveda Samhita was written in the northwestern region of the Indian subcontinent, somewhere between 1500 and 1000 BCE. However, a more comprehensive approximation of 1900–1200 BCE is known.

The war between Lumeria and the Gods of the Rigveda is known as one of the oldest epic stories in human history. These Gods, descendants of Lumeria, had grown too comfortable with the powers they wielded. They felt that the path Lumeria was on was destroying this collectively and began to feel the diminishing of their control. The Rigveda tells the story of a war between the gods representing different aspects of nature. Lumeria symbolizes the cycle of life, death, and rebirth. The tale of Lumeria and the Rigveda war of the gods is a reminder that all things are connected and that everything comes full circle in time. Mystics bring

forth this understanding yet misplace it in our chronological order.

Many active events destroyed Lumeria at the time. The war diminished the harmony that Lumerian societies had with their continent. They (like many of us that don't realize) collectively pulse conscious life energy into the places we cohabitate. The continent went into disarray in many forms, and we need a precise understanding to comprehend this fully. The Theosophical belief in the existence of the continent of Lemuria is based on the work of Helena Blavatsky, who spoke that volcanic eruptions destroyed Lemuria. The Lemurians then colonized the areas surrounding Lemuria, namely Africa, Southern India, and the East Indies. According to traditional Theosophy, the descendants of the Lemurian root race were these races of people. Science does not support the Theosophical belief in Lemuria. Yet the pure fact that it has persisted throughout history in our conscious awakening is all

we require. Consciousness will take these many different understandings and advance them in a new light. Earlier I spoke of the Lumerian Root race's expansion to Africa, Southern India, and the East Indies. I want to specify East Africa and East Australia. Right now, this makes little difference, but it will later when considering the reach of Atlantis that settled on opposite ends of these continents. Since I (as many others) have pinpointed the last remnants of Lumeria as being in Hawaii, we will also include them.

The breaking of Lumeria marks a critical moment in our conscious development. But it would also be where magic reinserted itself into our conscious understandings. Losing the connection many possessed in Lumeria now took an effort that slowly disappeared over time. Those Greater Beings that were in circulation then took full advantage of this. Yet magic would develop into many different forms of expression. The Vedic Gods would require a structure

to continue evolving past physical conditions since they chose not to reincarnate further. The evolution of humans sufficed as their followings and to amass power to grow. Those individual Lumerian outposts began the process of reincarnation, and they would fragment into the forming sentient beings here on earth. As the masses slowly forgot the past, we were conscious beings merged fully into the material universe—the **2nd Absolute Law, which states that "No Thing" will exist without opposition. Beings beyond substance may possess no opposition but can never grow into such without becoming manifested first**.

Some Beings are beyond substance and choose to cease growing because this law dictates that they must first manifest into the Physical Realm to develop any further. Lumerians began the descent into the physical universe; hence they began to cycle through lifetimes as was meant by the Omni-Conscious. Though Titans

in their own right by size, they would start to downsize. Like animated clay, they once roamed the lands neither solid nor etheric, yet in between. As peaceful giants, they would morph and evolve through many stages until their third eye lost its power and petrified (or ossified) and is now our present pineal gland. Magic lost, to await a time of its reawakening.

Magic Awakens

Though it would be easy to ascribe all that we are to passing civilizations, this would not benefit our development. Thus, I seek to establish only a conscious connection with them. We are all reincarnated, yet most do not wish to identify with these concepts since we are prevented from confronting them directly. Throughout our lifetimes, we have been taught the art of illusion and are masters at it. Considering how much has changed on this planet, it is incomprehensible that we were involved in this deception. One such ancient civilization that was highly enlightened was Atlantis. They, too, believed they were more than they were and that their technology and magic would save them. Their downfall and the destruction of Atlantis resulted from this. Thus, Atlantis' actions have resulted in karmic repercussions for us all. The power and potential within us are only just becoming apparent. Our efforts will allow us to heal the earth and ourselves

and create a new reality based on love and understanding.

Due to their shared experiences of dispossession, marginalization, and racial discrimination, Amerindians and their many groups came together in the late 19th century and early 20th century. Following the European conquest of the Americas, this occurred. American Indian activism, for instance, found expression in the Ghost Dance movement of the 1890s. Following this, the Society of American Indian Studies was founded in 1911. A growing body of scholarly work on Amerindian languages and cultures, as well as an Amerindian presence in popular culture, all contributed to the pan-Indianism of these and other efforts. It was not until the 1960s that Aboriginal peoples began to organize politically in Canada. This was mainly a result of government policies of assimilation that threatened their traditional cultures and ways of life. As a result, the Amerindians have

made significant progress in regaining control over their lands and resources and revitalizing their languages and cultures. Despite this, they face many challenges, such as poverty, racism, and poor health. As a people, the Amerindians have long recognized the power of banding together for a common goal. This is not the first time Amerindians have joined forces - Atlantis occurred nine million years ago, and Amerindians were also united at that time. They sought to create a unified structure by combining their societies. They were delighted to share their experiences with future generations as active participants in consciousness. Amerindians could make positive changes in the world through a powerful energy source they tapped into by joining together. Amerindians are a formidable force when they are united. However, a significant number of powers also meant the emergence of infection points. Amerindians are prevented from combining even today by such infections.

It is not uncommon for historians to place Atlantis in the Atlantic Ocean; given the similarity of the names, this makes sense. It is common for popular culture to put Atlantis there, perpetuating what is perceived to be the original Platonic setting. A possible location west of the Straits of Gibraltar but relatively close to the Mediterranean Sea has been identified as the Canary Islands and Madeira Islands. Detailed studies of their geomorphology and geology have demonstrated that they have been steadily uplifted without experiencing significant subsidence. This is due to geologic processes such as erosional unloading, gravitational unloading, lithospheric flexure caused by adjacent islands, and volcanic underplating. Therefore, neither of these island groups can be considered viable candidates for the location of the lost city of Atlantis. According to theosophy, it is located in the Atlantic Ocean and is home to humanity's Fourth Root-Race. Located in the Pacific Ocean and occupied by the

Third Root Race, Lemuria existed before Atlantis. There is currently a Fifth or Aryan Race in existence. In the future, there will be a sixth and seventh race. In many thousands of years from now, the Aryan Race will have reached its peak. Shortly, the land masses we know, beginning with the British Isles, will sink beneath the sea, and the land that was Atlantis will rise again from the ocean, becoming habitable after being underwater for millions of years (and eventually becoming home to the Sixth Race). In light of the new rise of Atlantis, consciousness does not anticipate future events. Amerindian civilizations developed in Eastern North America, North Western Africa, Western European territories, and the northwest region of South America. Considering the significant differences between these civilizations, this information must be understood. There has never been a fusion of the continents from the remnants of the Lumerian Era and the Atlantean Era. It is my intention only to provide direction and to provide specific

information regarding Magic Development. Toltecs have long been considered one of the original Amerindians of Atlantis. However, many prosperous civilizations in the Eastern North American continent have been lost to history. The cultures of the western regions of North and South America trace their origins to Lumeria. All nations followed Atlantis as it rose to power.

The research of Powell suggests that the Atlanteans were the ancestors of the Amerindians. Their civilization was at its height during the Golden Age of Atlantis nine million years ago. It was a time of great prosperity and luxury, with extensive aqueducts connecting the capital city with a mountain lake. Additionally, the Atlanteans were the first to develop organized warfare. Airships powered by the vril were superior to anything else available at the time. Thus, the Atlanteans could maintain their dominance for a considerable period. However, environmental changes

and internal conflict ultimately led to the collapse of their civilization. There is evidence that Atlantis was once a natural island. The military deployed vril-powered air battleships that contained 50 to 100 soldiers. These air battleships deployed poison gas bombs, and the infantry fired fire-tipped arrows. On Atlantis, the Toltecs worshipped the Sun in temples that resembled those of ancient Egypt. Meditation was conducted using the sacred word Tau (equivalent to the Aryan holy word AUM). The Toltecs colonized all of North America and South America and became known as the Amerindians. In about 850,000 BC, some Toltecs started practicing black magic, corrupted by the dragon "Thevetat," remembered as Devadatta, the opponent of Buddha. The land of Atlantis was renowned for its beauty and prosperity. As a result, the people who lived there became increasingly selfish and materialistic. Thus, in 450,000 BC, the Turanians (the ancestors of the Turkic peoples) dominated much of Atlantis. The Turanians practiced black magic until

250,000 BC when it reached its peak. As a result, they became known as The Black Magicians. Until Atlantis sank beneath the waves, this dark practice continued. Black magicians used magical spells to breed human-animal hybrids, despite opposition from white magicians. On the battlefield, they possessed an army of these fearsome creatures that fed on enemy corpses. Master Morya incarnated as the Emperor of Atlantis to oppose the black magicians in 220,000 BC. However, despite his efforts, Atlantis ultimately met its end. The Masters of the Ancient Wisdom saw the impending disaster and telepathically warned their disciples, the white magicians, to flee Atlantis in ships. The final cataclysm occurred in 9,564 BC when Atlantis was suddenly submerged due to earthquakes. While the island was lost, the white magicians were able to start anew and preserve some of Atlantis's knowledge and wisdom. And so, this is how their tale ends in our literature.

In the first stages, Atlanteans were known to have developed a formalized telepathic ability, which was different from the conscious communication that the former Lumerians possessed. Atlanteans structured their telepathic communication to direct a single thought pattern to other recipients, which blocked out unneeded or unwanted contact. The inability to "understand" one another began the further process of individualization. The Lumerians were known to be able to tap into other consciousnesses. They could connect to an array of emotions and feelings that were far deeper than what a mind could conceive. Because of this, the Atlanteans were once able to develop a strong understanding and connection. That later was replaced with telepathy, considered a devolved state of communication with a tendency to hide others' true intentions should they possess stronger mental powers. Telepathy, first known as Thought-Transference, is often thought of as a supernatural power; several ancient cultures have documented instances of

telepathic communication. Numerous stories and legends from other cultures also describe telepathic abilities. While it is difficult to determine these claims' validity, they suggest that telepathy may be more than just a figment of the imagination. Recent studies have shown that telepathic communication is possible, though it remains largely unexplained. Nevertheless, the idea of telepathy continues to fascinate people from all walks of life, and research into this intriguing phenomenon is sure to continue as we begin to awaken. Since Telepathy awakens a host of advanced abilities, we can perhaps better understand what their civilizations were truly like. These are the powers associated with mental advancement.

Astral Projection is a term used in esotericism to describe an intentional out-of-body experience (OBE). The idea of astrological travel is ancient and occurs in multiple cultures. The modern terminology of "astral projection" was coined and promoted by 19th-century

Theosophists. It is sometimes reported in association with dreams and forms of meditation. Some individuals have reported similar descriptions of astral projection induced by various hallucinogenic and hypnotic means (including self-hypnosis). There is no scientific evidence that astral projection is a natural phenomenon. However, some believe it is a real experience and allows one to explore different planes of existence. Proponents of astral projection typically think that we all have a heavenly body, a subtle body separate from our physical body. According to them, consciousness is independent of the physical body and can travel outside. Whether or not astral projection is confirmed, the experience can be powerful and transformative. Many resources are available to help you get started if you're interested in exploring astral projection. There are also many online communities where you can connect with others who share your interest in this topic.

Animal Telepathy is a fascinating ability that allows the user to communicate with animals on a mental level. This connection can read the animal's thoughts and emotions and control its actions. While this ability is typically limited to animals of higher intelligence, it can be used on any animal if the user is skilled enough. The quality of the animal's thoughts will not be as "coherent" as a human's, but they will still be able to understand the animal's communication. Telepathic control over animals can be used for various purposes, including guiding them away from danger or training them for specific tasks. Ultimately, animal telepathy is a powerful tool that can be utilized to improve the lives of both animals and humans alike.

Clairvoyance is the hypothetical ability to gain information about an object, person, location, or physical event through extrasensory perception. Clairvoyance is often associated with psychic powers and ESP (extrasensory perception). Any person

claimed to have such ability is said to be a clairvoyant. Clairvoyance comes from French Clair, meaning "clear," and Voyance, meaning "vision." Despite claims from some people who say they have experienced clairvoyance, there is no scientific evidence to support the existence of this ability. The scientific community generally views Clairvoyance, as well as the study of it, as a pseudoscience. Parapsychology explores this possibility but has not been able to provide evidence that Clairvoyance exists. Despite its controversy and unproven nature, clairvoyance is entirely a spiritual concept.

Dream Manipulation is the ability to control and enter dreams and generate and alter their content. The user can produce and modify goals, bestow nightmares or lucid dreaming, entrap people in REM, and promote spiritual/emotional healing within dreams. In some cases, the user's power extends to the real world, such as wounds inflicted on a sleeping victim, healed

damage (mental or physical) affecting the physical form, and otherwise blurring the line between waking and dreaming. They may be able to pull someone from the waking world into the dream world or bring people/things from the dream world into the waking world. Dream manipulation is a powerful ability that can be used for good or ill; it is up to the user to determine how to use this power most effectively.

Holographic Projection is a psionic power that allows the user to generate and project holograms, three-dimensional images generally composed of light. As such, they are usually based on sight and sound but do not affect other senses or physical presence. This means that most holograms can only interact with their environment through their minds. Holographic projection is similar to illusions in that it creates an image, but unlike fantasies, holograms are completely three-dimensional and cannot be interacted with physically. Holographic projection can be used for

various purposes, such as creating a decoy to draw fire away from the user. It can also project an area map to help allies navigate the enemy territory. Holographic projection is a versatile power that can be adapted to many situations. While we possess technological advances that can produce similar abilities, the Atlanteans did the same through crystal technology. The most powerful among them did this without any assistance.

Illusion Manipulation is a famous ability among magicians and illusionists. It is the power to create, shape, and manipulate illusions. This causes targets to see, hear, touch, smell, and taste things that do not exist or causes them to perceive things differently from what they are. Some users can create complex and detailed worlds; others may be able to transform the way they or the target are perceived. Illusion manipulation often uses misdirection and showmanship to produce its effect. Magicians will employ a sleight of hand to

control what the audience sees and misdirection to hold what the audience is looking at. Illusionists commonly employ similar techniques to create their illusions. Both groups use their knowledge of how the human mind works to produce their effects. Frequently, users of this ability can fool even the most skeptical people.

Intuitive Aptitude is the ability to understand the inner workings of anything without needing long-term or specialized education. It is the ability to comprehend the complexities of events, organisms, objects, subjects, fields, and powers without explanation. Intuitive aptitude is a natural talent that allows the user to learn and master the mechanics of anything instantly, regardless of how simple or complex, it may be. With this ability, the user can become an expert in any field or subject with minimal effort. The ability to understand intuitively is a rare and precious talent that can be used in many different ways. It allows the user to solve problems quickly and efficiently and to find

original and innovative solutions to complex problems. An intuitive aptitude is a powerful tool that can be used for both personal and professional gain. With this ability, the user has the potential to achieve remarkable success in any area of their life.

Memory Manipulation is the ability to change, delete, add, or alter someone's memories. Memory manipulation can be used for various purposes, from simply confusing to erasing an entire memory. Memory manipulation can also influence someone's emotions or behavior by changing their memories of past events. Memory manipulation is a powerful ability that can have severe implications for both the person manipulating the memories and the person whose memories are being manipulated. Memory manipulation should be used cautiously, as it can easily lead to abuse.

Memory Reading is an ability that allows the user to

read another person's memories. This method can be implemented in several ways. For example, it can be used to help a person recall lost memories or to learn memories that the target is unaware of, but it can be beneficial. Memory reading can also discover a person's history or knowledge about someone. However, memory reading can also have negative consequences, such as causing the target to relive painful memories or overwhelming them with too much information. Memory reading is a powerful ability that should be cultivated with care.

Mental Barrier Manipulation is the ability to sense and destroy psychic barriers in the minds of others placed by those who can alter minds, namely Telepaths. This allows them to restore blocked memories or powers as well. Mental Barrier Manipulation is a unique ability that can be employed for good or evil. Telepaths often use it to restore the memories and capabilities of those who have been

mind controlled or had their memories erased. Mental Barrier Manipulation can also be used to destroy the mind barriers of others, which can be very harmful if not done correctly. Mental Barrier Manipulation is a very dangerous ability and should only be performed by those who are experienced and knowledgeable in its use.

Mental Manipulation is a power that is both beneficial and destructive. It can be used to unlock one's inner potential, bestow talents and skills, and improve mental capacity. It may, however, shatter minds, cause mental disorders, and take control of others. This power makes users a force to be reckoned with. Mental manipulation is the ability to create, control, customize, negate, and otherwise fashion parts and functions of the mind. This includes various ways of perception, desires, thoughts, beliefs, memories, attention, personality, behavior, and intelligence. This power can be used constructively or destructively. It

can unlock one's inner potential, bestow talents and skills, and enhance mental capacity. In destructive use, this power can shatter minds, create a diversity of mental disorders, and take over others. Either way, users possess outstanding power that makes them a force to be reckoned with. Mental manipulation is a power that should be used judiciously.

Mind Control is a term used to describe the ability to control the thoughts, perceptions, memories, emotions, and personalities of others. Depending on the user's skill and power, this can range from a trance-like state similar to hypnosis to the target being utterly subject to the user's control. A skilled user may be able to control multiple people's minds simultaneously. The target can be placed in a semi-conscious state, where they may have no recollection of any actions they perform while under the user's control; while enthralled, the recipients may display capacities they would otherwise not be capable of in their normal state. Mind control is a

powerful ability that can be used for both good and evil ends, and its potential misuse has led to it being outlawed in many countries. Nevertheless, mind control remains a fascinating topic of study, with many people still striving to unlock its secrets.

Mind Exchange is the term used to describe the ability to take over another person's mind and potentially their body. This ability can be used for various purposes, from simply taking control of someone's body for a short period to permanently swapping minds with someone else. In some cases, users may change minds so frequently that they no longer remember which reason was their original. Additionally, some users may be able to control more than one Mind at a time, effectively creating a centralized Mind. While Mind Exchange is generally considered a beneficial ability, some risks are associated with its use. For example, if a user is not careful when taking over another Mind, they may accidentally damage or destroy it. Additionally, if

a user spends too much time in another Mind, they may begin to lose their own identity and become absorbed in the other Mind. Mind exchange should be used with caution and only by those experienced in its use.

Mind Link is the power to link minds with another living being, sharing thoughts, memories, emotions, or feelings. Love is usually the catalyst for the development of Mind Link in deeply connected beings. This ability can likewise be possessed by telepaths seeking to keep an eye on others' actions. Mind Link allows two people to communicate without the need for words. Mind Link can also plant thoughts or suggestions into someone's mind. Mind Link can also be used to read someone's mind. Telepaths use Mind Link to keep an eye on others' actions or to control them. Mind reading and planting thoughts are the only uses of Mind Link that require a mental connection between the user and the target. All other services of Mind Link do not require a mental connection. The

user can mentally connect with anyone they can see or touch, and they do not need permission from the target. There are many techniques to block a Mind Link. However, it cannot be stopped if the user is unconscious or dead. Even then, a telepath can establish a Mind Link with a cold or dead person if they are skilled enough. There are no known limits to how many people a single telepath can simultaneously establish a Mind Link with. It is unknown if there are any long-term effects of using Mind Link, as it is a relatively newly introduced ability.

Supernatural Detection is the ability to sense the presence of supernatural beings or forces and identify them as such on sight. This ability is usually associated with psychics and mediums, who use it to communicate with spirits. However, it is also common among people who have had Near Death Experiences. Supernatural detection can be used to find hidden objects, such as ghosts or spirits. In some cases, people

with this ability can also see through illusions and see into the future. Supernatural detection is a rare but potent ability for benevolent or evil purposes.

Telepathic Combat and **Telepathic Precognition** are two instrumental abilities that can be used in many different situations. Telepathic combat is when The User can fuse their telepathic powers with physical action, reading their opponent's plans as they make them, using telepathic attacks, etc. Telepathic Precognition is when The user can foretell future events and observe what might happen by scanning the thoughts and memories of individuals in the future. The user's ability to focus on precise thought waves determines how much the user will see. These abilities can be used in many ways and are very helpful in many situations.

Thought Manifestation is the power to project one's thoughts and memories into the minds of others or

even to manifest them physically. This ability can create anything from simple images to full-fledged hallucinations and can even project images onto surfaces such as screens or reflections. Thought Manifestation is a powerful ability that can be used for various purposes, from communication to deception. However, it is vital to use this power responsibly, as it can easily be abused. A manifesting thought is a powerful tool that should be applied with caution. This interconnected form of manifestation began to awaken within the later part of the Atlantean Era, so they never had the time to control it properly. But it is seen in all we have created in our civilizations even today.

Thought Manipulation is the art of controlling the thoughts of others; they can make others believe what they want, control thinking processes, cause the loss of their line of thought, induce confusion, or completely shut off thinking processes. It is a dangerous ability because it allows the Thought Manipulator to

manipulate the minds of others and interfere with their free will. Thought Manipulators can be found in all walks of life, not just our leaders, and their ability to control our thoughts can profoundly impact our lives. In a world where Thought Manipulators can influence our thoughts, we must be aware of their techniques and learn how to protect ourselves from their influence.

Throughout the Atlantean Civilization, our powers developed; however, after 450,000 BC, these powers were learned from the Elite and those of specific groups. Later, when devolving further, vocalization developed primarily through the masses that never developed these telepathic abilities. The only difference was the powers of ***Thought Manifestation***; this was a power gift misunderstood by the Atlanteans. Initially, it was granted to us by the Omni-conscious; however, it was later decided that it would be controlled through ***Thought Manipulation***. We all have our different understandings of the downfall of

Atlantis, but as continents do, they fade out of existence. Civilizations have tried to reconstruct their once majestic splendor, despite lifetimes, wars, and personal conflicts. After the fall, Magic was liberated from the tight hold that the Atlanteans had on it. But not without first letting out a few more secrets.

Invocation and Evocation

Invocation calls upon a deity, spirit, or other higher power for aid, protection, inspiration, or the like. It can take the form of a simple prayer or petition said at the beginning of a religious service or public ceremony. Alternatively, it can be a more elaborate magical ritual designed to conjure up a spirit or invoke a chaotic entity. Invocation has been used throughout history for benevolent and evil purposes, and its power should not be taken lightly. Those who know how to invoke the forces of chaos properly can tap into an incredible amount of energy. However, they must be careful not to lose control of the entities they summon. An invocation is a dangerous tool, but when used correctly, it can be a potent asset. It is without a doubt that Invocation was preserved for the greatest of powers. The Dark Magician and the White Magician harnessed such powers, though it was reserved for the top priests and their equivalents.

The earlier Toltec connection to Atlantis represented the first realization of our Solar Logo through their worship and rites. It was a very pious existence that could have easily blended into the Atlantean communities. The Solar Logo was present at that time and imparted wisdom and gifts to the Sun Worshipers in hopes that all could prosper. Invocation of the Solar Logos was the first and only time it was ever present in our history. It imparted wisdom and gifts to the sun worshippers in hopes that all could prosper. However, it soon realized that becoming involved in humankind's immature state could be more detrimental as the Atlantean conflicts escalated. As a result, the Solar Logos withdrew from Atlantis and has not been seen since. The later Sun Worshipping Civilizations followed a succession of extraordinary powers. However, they always held the memory of the Solar Logos in their hearts. They hoped that one day it would return and bring peace and prosperity to the world once again.

All races were combined in Atlantis, and there was no segregation of races. It was intended to unite the races in order to create a stronger, more robust society. Atlantis would have been able to tap into a broader range of knowledge and skills by bringing together people of different backgrounds and abilities. In addition, a united society would have been better able to defend itself against external threats. There is also the possibility that the races were united in order to create a more harmonious society. Compared to a world in which people are divided by their differences, Atlantis could be seen as a place where everyone could live in harmony and peace. Regardless of the reasons for the unification of the races, it is evident that it was an integral part of the history of Atlantis. We have become too engrossed in defining good and evil in Atlantis, in my opinion. Generally, those who have written about this civilization portray it as a segregated society, primarily because of their conceptions of it. Though it may have become so towards its demise, this

segregation was not based upon ethnicity, but rather on beliefs and concepts. For thousands of years, all groups within Atlantis were integrated. The closest you can get to understanding origins would be to consider the early belief structures that groups brought into Atlantis. In this regard, it is critical to recognize that when it is said that the Turanians embraced the Dark Arts, they were actually a variety of Atlanteans, rather than just Turanians. As well, the same may be said about the Toltecs.

In **Evocation**, a spirit, demon, lesser deity, or other supernatural agent is summoned. The art of evocation requires a great deal of concentration and focus and takes many years to master. To gain power and knowledge, the Dark Magicians of Atlantis sought to master the art of Evocation. Using evocation, one can communicate with spirits and demons and gain an understanding of the workings of the universe. The practice of evocation is a dangerous one, and should only be attempted by experienced magicians. Among

the first known Evokers were the Dark Magicians, who used them to summon ancient foes who wished to destroy humanity. It was the beginning of a process that would be continued by humans as they sought power in various forms. Due to their false belief that they were in control, these entities would command and confuse the summoners. Evocation begins with the creation of a sacred space. Cleanliness and clutter-free conditions should be maintained in the workspace. There should be adequate ventilation in the room and no distractions. In the second step, one must purify oneself. Through fasting, prayer, and meditation, this can be accomplished. In the third step, salt, water, or other elements are used to consecrate the space. Invoking the spirits is the fourth step. It is done by calling out their names or using rituals and incantations. The fifth step involves offering them food, drink, or blood. Communion with the spirits is the sixth step. Through conversation, visualization, or divination, this can be accomplished. In the seventh

step, the shades are thanked and the space is closed.

Evocation led to Summoning and Conjuring Magic (which I will discuss in more detail later), all means of connecting with entities. Evocation is the act of calling forth a spirit or entity. An act of summoning is the act of calling a spirit or entity into one's presence. In conjuring, an apparition of a spirit or entity is created. To this day, the Symbols transmitted to the Dark Magicians remain hidden as the original secret language of Chaos. Spirits and entities are invoked, summoned, and conjured using these devices. Due to their pride, the Dark Magicians were unable to anticipate any deceit and followed these entities. The true origin and purpose of the Symbols have not been revealed to human eyes since the fall of Atlantis. Entities still hold onto these secrets, and Practitioners are only given partial and reformed symbols in order to prevent them from attaining their full potential. The Entities play a delicate game through current

practitioners, but who can say what would happen if a true rune or ancient symbol were discovered today? Within the Collective Consciousness, such notions are generally avoided. Unlike Invocation that requires a gathering of powers to be unified, nowadays we do not possess the proper names or titles of such Greater Beings and Entities in order to invoke them properly. There is a general understanding that the abilities we possess are equal to our conscious capabilities, but less excellent than those of more excellent status. Due to the possibility of invoking Higher Beings and Entities through the combined minds of early practitioners, these groups also sought higher intelligence and consciousness.

The **Prime Elementals** are creatures made up of four essential elements: air, earth, fire, and water. A number of languages are available to them, including Kalimag, Terran, Ignan, Aquan, and Auran. In contrast to most other creatures, Prime Elementals do not possess a nervous system or anatomical structure. As a result,

they are not susceptible to being stunned, poisoned, or paralyzed. Additionally, they do not need to breathe, eat, or sleep. The Prime Elementals serve as incredibly powerful protectors and guardians. Unless sacred rites and symbols are used, they are difficult to maintain over long periods of time. The Prime Elementals are impressive creatures that demonstrate the power of nature. Some of the most powerful symbols are those associated with ancient religions that worshipped the land. It is generally believed that these symbols originate from times when civilizations were absent. The elements that they embody are often found in areas where their element is abundant. There are usually air elementals in the sky or near solid winds, while fire elementals can be found near volcanoes or areas of intense heat. In general, elements have a humanoid appearance, although their forms may vary depending on their element. The silhouette of water elementals, for example, may be more fluid, whereas the silhouette of fire elementals may be more slender and spiky. Most

of the time, elements do not mix with other factors, but when they do, it usually occurs at the border between the Elemental Planes. It is also possible to create elemental creatures from secondary elements at these planar borders. As you will note, some elementals will reside in these borders within more than one Plane. In the Plane of Air, there are air elementals, ice elementals, and lightning elementals, while in the Plane of Earth, there are earth elementals, magma elementals, and mud elementals. Fire elementals and magma elementals live on the Plane of Fire, while ice elementals, mud elementals, and water elementals live on the Plane of Water. In many cases, they take the form of animals from the Material Plane. Elementals may appear to be animals, but they lack many of the instinctual behaviors associated with animal life, such as eating and reproducing. Conjurers often summon elementals for various purposes, such as scouting and retrieval. The small size and diverse abilities of elementals make them ideal servants for those who

know how to summon them. Nevertheless, Elementals have the potential to be unpredictable, and some may even turn on their summoners if they are not properly controlled. As a result, conjurers must exercise caution when dealing with these beings. The Primal Elementals do have their preferred areas of existence, but they can be evoked in any size depending on the strength of the evoker.

Civilized Elementals are elementals with their own culture and personality. In most cases, they live alongside humans or in large pockets of space that can be accidentally entered. There are three types of civilized elements: Djinn (Fire), Telosians (Air), and Marids (Water). The consciousness of these beings is equal to and sometimes greater than our own. For them to be summoned or dismissed, or for a group with similar capabilities, it would take a Greater Being. A civilized elemental often has its own agenda and is difficult to control. Therefore, they are generally summoned only when necessary. In spite of this,

Civilized Elementals can prove to be a powerful ally when used correctly. In light of the conflict that exists between the earthen dynasties at the moment, there is no Civilized Earth Elemental.

Wild Elementals exist beyond simply embodying the Elements. Often, they are found on the Material Plane as well as on their native plane due to their complex ecologies and societies. As our consciousness devolves, we are losing sight of them are no longer able to recognize them. It is common for them to be present when major disasters occur. There is always a sense of curiosity when a Wild Elemental is summoned and controlled during significant destructive events. Because of the sheer power of these Elementals, control would be brief and the evoker would be at high risk of injury.

A **Titan** is one of the most recognizable monstrous elementals, and with good reason. There are titans that are massive in size, often towering over even the tallest buildings. These powerful beings are composed of

stone, metal, or other elements found on the elemental planes, and they possess a tremendous amount of strength. Additionally, titans are notoriously difficult to control, and even the most powerful wizards have difficulty keeping them under control for an extended period of time. As a result, summoning a Titan is always risky, and those who attempt it often pay a high price for their efforts. In spite of this, if one is successful in binding a Titan to their will, the rewards can be enormous. It is possible to use Titans as powerful guards or destroyers, and their size and strength make them formidable opponents on the battlefield. It is true that those who possess Titans have a great deal of power, but they must also take care not to lose control of their prized possession.

The **Aether Elementals** are elementals that are made out of aether, the rare element that arises near the boundaries of the Elemental Planes on the Ethereal Plane. An unusual polychromatic material appears to be interwoven into the bodies of these creatures.

Ghosts and specters are often mistaken for them. Aether Elementals are generally used to generate fear or haunting effects on others since they subsist within the material world. Movement activities will always take the form of seeing them without causing noise or causing physical disruption to the environment. Often, this Aether Elemental is summoned because it is straightforward to summon and control during its presence. It can disappear quickly if not paid attention to and lost. In the past, prophets and mediums used Aether Elementals as a means of accessing the spirit world and gaining information from beyond the veil. In most cases, they are used to entertain or startle unsuspecting victims. Aether Elementals can be summoned by anyone with sufficient knowledge and training. In the event that you require an otherworldly presence, you may wish to consider summoning an Aether Elemental. Be sure to keep a close eye on it, so that it does not disappear.

The Atlantean civilization was very powerful, and their

control of the invocation and evocation arts was a big part of that. Using these arts, they would be able to call forth elementals in many aspects of their lives, demonstrating their skill and dominance to others. However, as Atlantis expanded and came into conflict with other civilizations, they began to lose their grip on the invocation and evocation arts. A number of other cultures and civilizations began to dominate the world as a result of their powerful pantheons and secrets of invocation. These civilizations were able to stay strong throughout Atlantis’s reign, despite their conflict. It was Atlantis' loss of control over the invocation and evocation arts that ultimately led to its destruction. There would be an increase in hostility towards the established government as the Chaotic Entities that the Atlanteans summoned expanded their reach. As a result, much destruction and conflict would be caused internally.

Summoning and Conjuration

The Dark Magicians of Atlantis were the first to call forth Dark Powers from the lower realms. These Dark Powers were attracted to the Magicians' own negative emotions and soon began to possess them. The Dark Magicians then began to use their newly acquired powers to control and destroy other civilizations. Through their manipulation of the Elements, they were able to create great firestorms that devastated whole regions. They also used their powers to deceive people into believing that they were gods. As a result of the Dark Magicians' actions, many people lost their connection to the truth and became controlled by fear. The Dark Powers continued to expand their influence by colonizing other societies. Each ancient civilization was infected in a unique way, but all were united by their shared connection to the Dark Magicians of Atlantis. Each ancient society would be infected differently and independent of its connection to truth. With the advent of Summoning and Conjuration, Dark Magicians no longer needed to physically overtake prospering societies. Instead, they could infect the leaders and corrupt the beliefs, allowing more Entities to be summoned forth. This required more symbolisms, more rituals, and more servitude to the Entities. As a result, the Dark Magicians became immortally sustained and enslaved for thousands of years. Puppeteer and Godlike, they had far-reaching control of the planet. They could easily wait out a conscious development and corrupt new generations with their dark agendas. As a result, Summoning and Conjuration became powerful tools in the hands of the Dark Magicians. The demands upon the individual to perform these acts had far reaching conscious destruction to us.

Cannibalism is a technical term for humans eating humans is anthropophagy. The earliest evidence for anthropophagy is 780,000 years ago, in Gran Dolina, Spain. Though suppressed by the Early Atlantean Era, after 450,000 years ago cannibalism became a global event Among modern humans, cannibalism has been practiced by various groups. It was practiced by humans in Prehistoric Europe, Mesoamerica, South America, among Iroquoian peoples in North America, Māori in New Zealand, the Solomon Islands, parts of West Africa, and Central Africa, some of the islands of Polynesia, New Guinea, Sumatra, and Fiji. Evidence of cannibalism has been found in ruins associated with the Ancestral Puebloans of the Southwestern United States. Cannibalism has been both a ritualistic and cultural activity throughout history. In some cultures, Cannibalism was seen as a way to absorb the strength or power of another. Cannibalism has also been documented as a way of survival during war or famine. The study of Cannibalism can be traced back to de Montaigne's essay "Of Cannibals", which compares the treatment of cannibals to Europeans of his time. Since then Cannibalism has been widely studied in many different fields including psychology and sociology. Cannibalism continues to be a topic of interest within these fields as well as in popular culture.

Cannibalism is a fascinating and complex topic that has been the subject of much debate and speculation throughout history. While it is often seen as a taboo act, cannibalism can actually be divided into six distinct categories, each with its own motivations and meaning. Endocannibalism refers to the consumption of members of one's own group, while Exocannibalism involves the consumption of outsiders. Mortuary cannibalism is often practiced as part of funerary rites and can be motivated by affection or the desire to replenish and renew life. Warfare cannibalism occurs when enemies are consumed,

which can be done to honor brave opponents or exhibit power over the defeated. Cannibalism is a complex act with many different meanings and continues to be a source of fascination for people all over the world. Cannibalism is a devolved state of consciousness where the user becomes stronger, faster, and more durable from eating the flesh of members of their own species. This often leads to the unlocking of abilities related to affinity and enhancing their existing powers. In some cases, users may be able to draw sustenance from the act or even slow or stop aging. However, this comes at the cost of losing all conscious development thus far gained. Many that were corrupted to perform this act, instantly lost all consciousness and were set back to the beginning stages of human development through rebirth.

Making a Pact with a demon is usually thought to involve promising to kill children or consecrate them to the devil at the moment of birth, taking part in witches' sabbaths, having sexual relations with demons, and sometimes engendering children from a succubus or incubus. However, the pact can be either oral or written, and there is no evidence that it necessarily entails any of these things. Making an oral pact may involve invocations, conjurations, or rituals to attract the demon; once the conjurer thinks the demon is present, they ask for the wanted favor and offer their soul in exchange. According to some witch trials, though, an oral pact left no physical evidence. Similarly, a written pact is usually signed in blood, but again this is not always the case. In any event, there is no reason to think that making a pact with a demon necessarily entails making any sort of sacrifice or engaging in any sort of objectionable behavior (in today's world). Such Entities will not initially attempt this anymore but must gain trust in those that are just curious.

There are many stories and legends about people who have made pacts with

the devil in order to gain power or knowledge. One of the most famous is the legend of Pope Sylvester II. According to the story, Sylvester II was a skilled scholar and scientist who became interested in sorcery after studying in Muslim cities like Cordoba and Seville. He is said to have stolen a book of spells from an Arab philosopher, which he used to make a pact with a female demon called Meridiana. With her help, he was able to ascend to the papal throne. However, this story is dependent upon the writer's intent. Some say that Sylvester II made a pact with the devil in order to gain power, while others believe that he did so out of curiosity or for other reasons. Regardless of the truth, the legend of Pope Sylvester II is one of the most famous examples of someone making a pact with the devil. We make pacts in daily activities now with very realization of this, it doesn't have to be with the Devil. But contracts, signatures, and certificates have deeper meanings than we at times realize.

Bloodletting is a practice that dates back centuries and has been used for a variety of reasons. In ancient Egypt, passages from the Ebers Papyrus indicate that bloodletting by scarification was an accepted practice. Egyptian burials have been reported to contain bloodletting instruments, leading some to believe that the Egyptians based the idea on their observations of the hippopotamus. In Greece, Hippocrates mentions bloodletting in his writings but generally relied on dietary techniques. However, Erasistratus theorized that many diseases were caused by plethoras, or overabundances, in the blood and advised that these plethoras be treated by exercise, sweating, reduced food intake, and bloodletting. Bloodletting continued to be practiced throughout the centuries and was even advocated by some physicians into the 20th century. While the reasons for bloodletting have changed over time, it remains a direct practice to connect to these Entities.

Bloodletting was an essential ritual event that served various ideological and cultural functions within Mesoamerican cultures, particularly the Maya. Bloodletting was the ritual act of puncturing a part of the body (either oneself or another person), generally the tongue or cheek for women and the penis for men, often collecting the blood on paper which was then burned as an offering to the gods. Originally, Bloodletting was done with sharp objects such as obsidian blades or stingray spines, and there are representations in Maya art of a rope with thorns being pulled through the tongue or earlobes. Over time, Bloodletting devolved into Human Sacrificing as a way to please the gods. In Sacrifice, captured enemies were brought back to the city and killed during special events and festivals. The most common method of sacrifice was heart removal; however, other methods included decapitation, perforation of the navels, strangulation, and crushing of heads. While Bloodletting and Sacrifice served different purposes, they were both essential parts of many cultures. And the human sacrifice began to show itself in different ways if we would contemplate this.

Circumcision (Bloodletting) is a surgical procedure that involves the removal of the foreskin - a thin layer of skin that covers the head of the penis. The most common form of circumcision is performed with forceps, a circumcision device, and local anesthesia. Circumcision is typically an elective surgery, but it may also be performed for religious or cultural reasons. In some cases, circumcision is the only option for treating phimosis or other pathologies that do not respond to other treatments. Additionally, circumcision may be recommended for those who suffer from chronic UTIs. Circumcision is generally safe and carries few risks. However, there are some potential complications that can occur, such as infection, bleeding, and

scarring. Circumcision was once a personal decision, but now it is performed in many situations without conscious consent. Many boys and girls worldwide are forced into this act with little knowledge of what it could detail. As stated Magic, simply changes throughout generations.

Corrupted Summoning and Conjuration rites began in societies that once practiced Evocation Rites. These were among the structures that lay mainly within the deep oceans. However, we can find remnants among what we know as megaliths across the world. Çatalhöyük in Turkey, Newgrange in Ireland, The Wall Of Jericho in the West Bank, Göbekli Tepe also in Turkey, and Cairn Of Barnenez in France are all examples of where these early civilizations left their mark. Many of these early civilizations were corrupted far before our dating technologies and forced to move into other larger formed societies. Hence bringing with them their corruptive practices.

It is widely known that many ancient civilizations were eventually corrupted by new groups who came into their societies and changed them. The Indus civilization, The Khmer empire, The Mayans, and The Egyptian empire are all examples of this. Ancient literature from each of these civilizations speaks of an outside group that moved into their societies and changed them. An example would be the Olmecs and the Mayans. The Olmecs are thought to have been the first major civilization in Mesoamerica and they were eventually replaced by the Mayans. The Mayans were a more advanced civilization and they slowly started to take over the Olmecs. But closer research reveals that Olmec literature speaks of them moving into the Mayan society after losing their original homeland in the Western region of North America. This is just one example of how a new group can come into an already established civilization and change it for the worse. Knowing now

that corruption does not need to need to be physically present to infect the world in general, these smaller societies did not need to be closely connected to have such affects. Summoning and Conjuration takes on very different aspects. Reincarnation was replaced with a now “dead realm” where souls sub-existed, or as we now know, were being contained by Entities to subjugate our faith in them alone.

Ancestral Evocation is the ability to call on the minds of others living, dead, or in another world, communicate with a past life, a deceased ancestor, or receive help from a loving friend. This power may be limited to which people the user may communicate with or how often they may communicate or in what state the user is in when communicating. This ability covers a wide range of mental communication. Evocation pulls the mind of another into the mind of the users, allowing them to communicate whether or not they would normally have the ability to. Ancestral Evocation specifically pertains to calling on one's ancestors for guidance or support. This can be done for guidance in times of need, clarity on a situation, or simply to feel connected to one's lineage. Although it is possible to Ancestrally Evoke anyone from any time period, it is most effective when done with someone who is relatively close in familial relation. Additionally, it is best to be in a state of mind where one is open and receptive to communication before Ancestrally Evoking as this will make it easier to receive messages.

Ancestral Magic is a form of magic that is passed down through bloodlines. This type of magic gives users access to the magical powers and abilities of their ancestors. Ancestral magic users can tap into the magical energies of their ancestors to perform various tasks and cast spells. The power of ancestral magic is limited only by the user's skill, knowledge, and

imagination. However, if the user abuses this form of magic, they may anger their ancestors, which can lead to the loss of their magical powers. Ancestral magic is a powerful tool that should be used with caution and respect. When this belief manifested, ancestors were not able to reincarnate immediately anymore. Their owned amassed abilities held them in these other realms as they were forced to give them over to their own generations.

Ancestral Merging is the process of calling upon the powers of your ancestors and merging with them. This allows you to access all of their memories, experiences, wisdom, skills, and knowledge. Additionally, you will gain all of their powers. This makes it so that you can access any power you had in a previous life and channel your past life. This blocked us from our own collected experiences unless the rites are followed. Consequently, The Evoker is only able to possess the gifts if they follow these rites and ceremonies. Ancestral merging is a way to connect with our past and tap into a hidden well of power. Best used when not controlled by other forces.

Deceased Power Replication is a unique ability that allows users to copy the powers of others that have died, regardless if the death is current/recent, years old, and/or even ancient/primordial. Allowing them to use the powers of those people/entities that have passed on as if they were still alive today. Some users may even be able to access and replicate the powers of past lives, their own ancestral lineage, and/or even their predecessors. This makes Deceased Power Replication one of the most versatile and powerful abilities in existence, as users can theoretically gain access to any power that has ever existed. Deceased Power Replication has a number of applications, both in combat and out of it. In combat, users can duplicate the powers of powerful foes that they have defeated, allowing them to use those powers against other

opponents. Additionally, Deceased Power Replication can be used to gain access to long-lost or forgotten powers, giving users a major advantage in battle. Outside of combat, Deceased Power Replication can be used for a variety of purposes, such as replicating the abilities of deceased loved ones or gaining access to ancient knowledge. Additionally, Deceased Power Replication can be used to solve crimes, as users can replicate the abilities of deceased victims or suspects in order to identify them. Overall, Deceased Power Replication is an incredibly versatile and useful ability that has a wide range of applications.

Death became the new belief as we followed the Entities that held power over it. Death realms were strengthened as our belief in them grew. These places varied from culture to culture. Death was instilled into many of our practices now and consequently held us locked in its grip. As we began to give over our true powers of creation to the Entities and Beings, these death realms manifested into a reality. These greater powers now had a means and place to hold us after death. Our beliefs gave them power over us, after death and in life. Death was not natural, it was created by our beliefs. The Entity's hold strengthening as we handed over our power to them bit by bit through our actions and words. Death could have been prevented if we had not given them our power and if we had not believed in their lies. Death is not the end, it is only the beginning of the Entity's hold on us. Conjuration took on different meanings and ceremonies at this point.

Conjuration is the act of calling upon or summoning a spirit, demon, god, or another supernatural agent, in the Western mystery tradition. Conjuration differs from evocation, in which the force is summoned to be present. Conjuration is an inherently dangerous practice, as the conjurer risks being

overpowered or harmed by the force summoned. The power of the daemon may also be used against the conjurer if it overpowers them instead of being forced to submit. This is one reason why many conjurers bind forces to specific tasks or places before attempting to work with them. In traditional cultures worldwide, Conjuring is also used to refer to the invocation of a spirit or devil. Often the ability of a conjurer to gain power over another human being invites abuse. Conjuring in this sense has nothing in common with entertainers who practice the art of illusion as a means of employment, putting on shows that delight their audiences. This article deals only with conjuration of the supernatural kind. Sorcerers, magicians, and conjurers who use powers of the supernatural may be pursuing either a good or evil purpose. Conjuration is an inherently dangerous practice because it deals with inviting otherworldly entities into our realm. Even if a sorcerer knows how to bind a demon or spirit, there's always the chance that said entity could overpower its captor and wreak havoc on our world. For this reason, many practitioners of Conjuring take great care in preparing for their rituals and invoking only what they can handle. Conjuring can be used for personal gain, but it can also be used for good - such as banishing evil entities from our world or helping those who are suffering from demonic possession. No matter what the purpose, Conjuring is a powerful tool that should not be taken lightly.

Binding Magic is a type of spell or working that restrains someone metaphysically, preventing them from doing something. It is often used to keep individuals from causing harm to themselves or others. Binding can also be a positive act, depending on the intent involved. For instance, in a hand-fasting ceremony, two people are bound together magically through the use of a symbolic cord. Binding magic has been around for centuries and has been used in various ways. During the medieval period, there are instances of

practitioners binding spiritual power into a magical gemstone or piece of jewelry; this was a popular method of cursing people. In some forms of folk magic, binding is used to keep ghosts and restless spirits from wandering out of their graveyards and pestering others. Binding magic is an interesting and complex topic with a long history. The ancient Greeks used binding spells, which they called katadesmos, to achieve various goals. Often, they would create curse tablets or spell tablets. In 1941, a group of witches performed a binding spell to keep Adolf Hitler from invading England. Binding magic can be used for good or bad, depending on the intention of the spell-caster. So, don't write it off as dark magic - there's more to it than that. It is just dependent on the Powers your calling forth.

Necromancy is the practice of magic or black magic involving communication with the dead – either by summoning their spirits as apparitions, visions or raising them bodily – for the purpose of divination, imparting the means to foretell future events, discover hidden knowledge, bring someone back from the dead, or to use the dead as a weapon. Sometimes referred to as "Death Magic", the term may also sometimes be used in a more general sense to refer to black magic or witchcraft. The word necromancy is adapted from Late Latin Necromantia, itself borrowed from post-Classical Greek νεκρομαντεία (nekromanteía), a compound of Ancient Greek νεκρός (nekrós) 'dead body' and μαντεία (manteía) 'divination'; this compound form was first used by Origen of Alexandria in his 3rd-century treatise De Principiis. Necromancy was commonly practiced in ancient Greece and Rome and survived into medieval and early modern times among segments of the Christian population, some of whom associated it with heresy. Necromancy is currently practiced worldwide by people from a variety of cultures and religious backgrounds.

The pure ingenuity of Entities is that they would pit us against one another. One belief structure would attempt to destroy those who practiced these arts, in the end being the ones that would eventually perform them. The practices would take on “different meanings”, yet would later continue our devolving states of consciousness. The Death Cults of the Aztecs and Egyptians were the first practitioners of what would later be known as "The Death Arts". These Death Cults would sacrifice humans and animals to their gods in order to appease them. The Death Cults would also hold games and competitions in which people would fight to the death. The Death Cults of the Aztecs and Egyptians were eventually destroyed by the Roman Empire. However, the Roman Empire would later adopt the practice of "The Death Arts" and use it to entertain their citizens. The Roman Empire would eventually fall, due to the practice of "The Death Arts".

Death Arts

Ancient Egyptian Religion was a complex system of beliefs and practices that evolved over more than three thousand years. At its core were the Egyptians' beliefs about the divine nature of the world around them. They saw the forces of nature as powerful and often unpredictable gods and goddesses who could be both beneficial and harmful to humans. In order to sustain and placate these deities, the Egyptians developed a rich religious culture that included elaborate ceremonies and rituals, as well as works of art, architecture, and literature. Although our understanding of Ancient Egyptian religion is limited by the surviving evidence, it is clear that it was a central part of Egyptian life and played a significant role in their worldview. This system was developed before the fall of Atlantis, during a time not yet conceivable to us. Before the time that the earlier Mesopotamia's recordings of The Annunaki, The true builders of The Great Pyramids were what I have called Psyche Beings that herald from Mars. One day, the way in which we choose to enforce history to fit into our timelines will come forward. I cover this more in The Ultimate Guide to Universal Consciousness. At its core were the Egyptians' beliefs about the divine nature of the world around them. Our records show that the first Egyptians were of Atlantis. They were a highly advanced people who had a great knowledge of the Soul and its journey. The Egyptians were experts in energy work and knew how to harness the power of the Sun and the stars. They were also masters of healing and could help others to achieve balance and harmony in their lives. The Atlantis people were a peaceful race and they only used their powers for good. However, they were eventually destroyed by a cataclysmic event. The survivors fled to Egypt, where they continued to practice their ancient knowledge and passed

it down through the generations. Today, we can still see evidence of the Atlantis people's wisdom in the ancient Egyptian pyramids and temples. Although our understanding of Ancient Egyptian religion is limited by the surviving evidence, it is clear that it was a central part of Egyptian life and played a significant role in their worldview.

Egyptians were of Atlantis, and they were the second people to harness the power of the pyramids. They knew that the pyramids were a source of great power, and they used this power to organize into a world power unlike any had seen. The Egyptians did not share their knowledge with the other societies that were clustered around the middle-eastern territory, and this allowed them to maintain their supremacy. The Atlantis people were drawn to the ancient pyramids because they sensed the great power that they held. They spent most of their early civilizations calling on greater forces to grant them growth. They were able to use this power to their advantage, and they quickly rose to become a world power. The Egyptians were able to achieve this because they kept their knowledge to themselves. They did not impart it to the other societies around them, and this allowed them to maintain their grip on power. After The Dark Magicians' defeat, they were weakened for thousands of years. This allowed this new Egyptian to prosper in peace for a time. The Egyptian beginning beliefs were focused on the idea of Ma'at. This was a word that personified several key concepts in their culture, including "truth", "justice", and "order". This concept was seen as the fixed, eternal state of both the cosmos and human society. If this order were to be disrupted in any way, it would result in disaster for everyone involved. Because of this, each member of Egyptian society was required to do their part in maintaining Ma'at. This meant cooperating with others and living in harmony. It was also important that all of the natural forces in the world remain balanced. Egyptian

beliefs taught that everything was connected and interdependent, so it was necessary for all parts of the universe to work together in order to maintain stability.

The Dark Magicians were a group of sorcerers who attempted many takeovers in the early days of the Zoroastrian Faith. They sought to control through newly forming religions, and they would often lose to the Chaotic Entities. The Zoroastrians eventually took on the Chaotic Corruption and were able to defeat the Dark Magicians. The Annunaki were a highly technical civilization, and they suppressed the growth of magic during their reign. However, when the Dark Magicians came to power, they began to disrupt many of Annunaki's belief structures. This caused a lot of upheavals, but it also allowed the Dark Magicians to amass a great deal of power. Eventually, they were strong enough to move into Egypt and challenge the Annunaki's hold on the country. The Annunaki had been ruling over Egypt territories for centuries, yet they possessed no knowledge or belief in other forces. The Annunaki presented themselves as they were, without deceit to the followers. As a result, the Dark Magicians were able to take control of Egypt and establish themselves as the new ruling force. They did this through the manipulation of the belief structures. Which they controlled for many thousands of years as the Annunaki fought a silent battle, then eventually left.

Egyptian Curses are some of the most severe and well-known curses in history. They most frequently occur in private tombs of the Old Kingdom era, where they were used to protect the tomb owner's belongings from grave robbers. The tomb of Ankhtifi contains the warning: "any ruler who... shall do evil or wickedness to this coffin... may Hemen ([a local deity]) not accept any goods he offers, and may his heir not inherit". The tomb of Khentika

Ikhekhi contains an inscription: "As for all men who shall enter this my tomb... impure... there will be judgment... an end shall be made for him... I shall seize his neck like a bird... I shall cast the fear of myself into him". These curses were meant to deter would-be robbers with the threat of grave consequences, and they seem to have been effective as there are few records of tomb desecration from this period. Curses after the Old Kingdom era are less common and much more severe, often involving painful death or exile. While Egyptian curses may seem extreme to modern sensibilities, they reflect the importance that the Ancient Egyptians placed on protecting their dead from disturbance.

Egyptian Magic is a term used to describe the various magical practices and rituals that were practiced in ancient Egypt. These practices were often associated with the Egyptian gods and goddesses, and they were thought to be able to bring about supernatural results. Egyptian Magic was often used for healing, protection, and divination. It was also believed that Egyptian Magic could be used to control the weather, summon spirits, and even achieve immortality. Many of the dark practices that we see today have their roots in Egyptian Magic. For example, some people know that Egyptian Magic can be used to summon demons or ghosts. The real power lies with uncovering the true symbols and rituals performed, which only the most relentless can learn. One must also consider what the cost would be. Others know that Egyptian Magic can be used to cast spells or curses. Whatever the case may be, it is clear that Egyptian Magic has had a significant impact on the development of dark magic and rituals throughout the world.

Mayan Religion was based on the belief that everything in nature had a soul. This belief, called animism, meant that Mayans saw animals, plants, rocks,

rivers, and even words as alive. Mayans believed that every person had their own spiritual guide, called a Wayob. A Wayob could appear to a person as an animal or in a dream to offer guidance. Mayans also believed that there were many gods who controlled different aspects of nature. Mayan priests would perform ceremonies to ask the gods for help or to thank them for good things that had happened. One of the most important ceremonies was the ball game. The ball game was played by two teams of players using a rubber ball. The game was played on a stone court with goals at either end. The object of the game was to get the ball through the other team's goal without using your hands. The winning team dedicated their win to the gods and offered a human sacrifice (although this began once corruption started to take root, the original sacrifice was only symbolic of who they worshipped). Mayans also built temples to honor their gods. Inside the temples, they placed statues of their gods and conducted ceremonies.

Mayan beliefs were centered around the great and sacred tree. This tree was known as the "tree of life" and it was believed to connect the three different levels. The roots of the tree stretched down into the underworld while the branches spread out in the four different directions of heaven. The leafy canopy of the tree sheltered and protected the Maya people. It was also believed that this tree set the stars and heavenly bodies in motion. Souls of the dead and gods could travel along the length of the tree. This "road" allowed them to make their journey between the levels of the universe. Like many civilizations from the Lumerian Era, The Mayan people developed what is known as Vision Questing. This was an important part of their belief system and allowed them to connect with their gods and gain knowledge about their universe.

The Vision Serpent is one of the most important images in the Mayan religion. The creature is a powerful symbol of death and rebirth, and it plays a key role in the Mayan concept of the cosmos. The Vision Serpent is also known as the World Tree, and it is often represented as a Feathered Serpent. The creature is closely associated with fertility and regeneration, and it plays an important role in Mayan ceremonies and rituals. The Vision Serpent is also connected to the underworld, and it is believed to be the guardian of the dead. The image of the Vision Serpent can be found in many Mayan artifacts, including pottery, sculptures, and paintings. The creature is also a popular motif in Maya tattoos. This was a time when one from the Dragon Council led the Mayan People. The now Perfected Beings I cover in another book, The Ultimate Guide to Universal Consciousness.

Vision Quest is a supernatural experience in which an individual seeks to interact with a guardian spirit, usually an anthropomorphized animal, to obtain advice or protection. Vision Quest was most typically found among the native peoples of North and South America. Tribal members would often undergo a Vision Quest during times of great need or upheaval, such as puberty or manhood rites, in order to commune with their ancestors and gain strength and guidance. The specific Vision Quest rituals varied depending on the tribe, but they often involved fasting, isolation, and exposure to the elements. The Vision Quest was (and is still) considered a very sacred experience, and it is said that those who undertake it are forever changed.

For the early Mayans, it was their way to commune with The Feathered Serpent a prominent supernatural entity or deity found in many Mesoamerican religions. It is still called Quetzalcoatl among the Aztecs, Kukulkan among the Yucatec Maya, and Q'uq'umatz and Tohil among the

K'iche' Maya. The double symbolism used by the Feathered Serpent is considered allegoric to the dual nature of the deity, where being feathered represents its divine nature or ability to fly to reach the skies, and being a serpent represents its human nature or ability to creep on the ground among other animals of the Earth, a dualism very common in Mesoamerican deities. The Feathered Serpent is often depicted as a snake with feathers, which can represent different things depending on the culture. For example, in Aztec mythology, the Feathered Serpent is associated with wind and rain, while in Maya mythology it is associated with fertility and water. Regardless of its specific associations, the Feathered Serpent is a powerful and important figure in Mesoamerican religions.

Human Sacrifice was a key part of Maya culture for centuries. It was believed that blood was a potent source of nourishment for the deities, and thus the sacrifice of a living creature was a powerful offering. The sacrifice of human life was seen as the ultimate offering of blood, and many important Maya rituals culminated in human sacrifice. Generally, only high-status prisoners of war were sacrificed, while lower-status captives were used for labor. Human sacrifice among the Maya is evident from at least the Classic period (c. AD 250-900) all the way through to the final stages of the Spanish conquest in the 17th century. Human sacrifice is depicted in Classic Maya art, mentioned in hieroglyphic texts from the Classic period, and described in 16th-century Spanish accounts of the Post-Classic period. Although often portrayed as a barbaric practice, human sacrifice among the Maya actually served a number of important functions within society. For example, it helped to cement alliances between political rivals and served as a means of appeasement for angry deities. In addition, it provided an opportunity for individuals to achieve personal prestige and social status. As such, human

sacrifice was a crucial part of Maya culture for centuries.

For Timeline: -The Maya came first and settled in modern-day Mexico. Next, came the Olmecs, who also settled Mexico. They didn't build any major cities, but they were widespread and prosperous. They were followed by the Inca in modern-day Peru, and finally the Aztecs, also in modern-day Mexico. - Incas were more powerful because they were much more unified (and their organization was definitely superior) than the Aztecs. Aztecs, in fact, had no empire. They were both good in civil engineering, and Incas were incredibly advanced and efficient in agriculture, but Aztecs were also good in this field.

The Mayan corruption was of Chaotic Entity origin. It was inevitable as they grew into such a power that was based on vision questing. The larger the group, the more likely that practices would be lost over generations. They begin to learn dark arts and become leaders which would make these practices further spread. It was one of the very few instances when a Dragon Being would be defeated, unfortunately by his own self corrupted in an alternate form. As I teach, we exist in multiple forms and many times meet one another and rarely realize this. This is set forth by **The 6th Absolute Law which states Should Consciousness move into Form, Form will fragment Consciousness. Each fragment will thus gain New Consciousness to reassemble anew. Only Beings that have Fully Realized Consciousness will maintain what they have realized.**

Though I cover primarily the larger Death Art civilizations there are many more to note, it had a great impact on our evolution. We have The Death Cults of Prehistoric Malta that preceded the advance of Greco-Roman civilization. India was plagued by a religious death cult for more than six

hundred years. The practice was known as thuggee, and those who participated were known as thugs. Given the longevity of the movement, hundreds of thousands lost their lives to this barbaric practice. Yet, the most unsettling aspect of the thugs wasn't their death count, it was the method they used to kill their victims. There was one in the City of Ur in modern-day Iraq, Mound 72 located in modern-day St. Louis flourished from A.D. 1050 to 1200, Inca child mummies, Stonehenge that was constructed between roughly 5,000 and 4,000 years ago, Hitobashira where human sacrifices were found within the walls or floors of important structures like castles, Hawaii as early as A.C. 1300, Dahomey kingdom in West Africa, The Nazca, Vikings, Romans, and Grecians. Let's just say there were even more, as the corruption was spread while we had very little conscious leadership.

Divination

Divination is the attempt to gain insight into a question or situation by way of an occultic, standardized process or ritual. Diviners ascertain their interpretations of how a querent should proceed by reading signs, events, omens, or through alleged contact with a supernatural agency. Divination can be seen as a systematic method with which to organize what appears to be disjointed, random facets of existence such that they provide insight into a problem at hand. If a distinction is to be made between divination and fortune-telling, divination has a more spiritual or religious connotation, while fortune-telling implies a less serious or formal setting. Either way, divination is an ancient practice with a long and varied history in many different cultures around the world. Divination is often thought of as a supernatural power, allowing someone to see the future or gain insight into hidden knowledge. However, divination was also an important part of the religious and spiritual life of many ancient cultures.

In Mesoamerica, divination was performed by both gods and humans, and it was considered to be a sacred activity. The Aztecs believed that their creator gods used divination to create the world, and scrying was an important tool in their own religious practices. Divination was also used to communicate with the spirits of the dead and to gain insight into the will of the gods. For the ancient Mesoamericans, divination was an essential part of daily life and a way to maintain a connection with the spiritual world.

In early India, Theyyam or "theiyam" in Malayalam - a south Indian language - is the process by which a devotee invites a Hindu god or goddess to use his

or her body as a medium or channel and answer other devotees' questions. The same is called "arulvaakku" or "arulvaak" in Tamil, another south Indian language - Adhiparasakthi Siddhar Peetam is famous for arulvakku in Tamil Nadu. The people in and around Mangalore in Karnataka call the same, Buta Kola, "paathri" or "darshin"; in other parts of Karnataka, it is known by various names such as, "prashnaavali", "vaagdaana", "asei", "aashirvachana" and so on. In Nepal it is known as, "Devta ka dhaamee" or "jhaakri". Divination has been practiced throughout history and across cultures. It is often done in times of crisis when guidance is needed and answers are not readily available. Divination can take many forms, from simple gestures like reading tea leaves to more complex rituals like throwing bones or using a pendulum. Diviners often rely on their intuition and understanding of the natural world to interpret the signs they receive. Divination can provide comfort and clarity in times of uncertainty and can help us to make decisions about our lives.

Divination in Japan, divination has a long history and is still practiced today. There are a variety of methods that are used for divination in Japan, both traditional and contemporary. Traditional methods of divination include onmyōdō, which is based on the Chinese philosophy of Yin and Yang. Contemporary methods of divination in Japan include astrology, geomancy, tarot cards, I Ching, and physiognomy. Divination is still an important part of Japanese culture and is used for a variety of purposes, such as predicting the future, determining compatibility in relationships, and making business decisions. Divination can be a helpful tool for those seeking guidance in their lives.

Divination in Taiwan, one of the most popular methods is called the Poe. The

Poe involves two pieces of wood or bamboo, cut into the shape of a crescent moon. One edge is rounded, while the other is flat, and the two pieces are mirror images of each other. Diviners hold the crescents out in their palms and then kneel down so that they are at forehead level. Once in this position, they let go of the crescents and wait to see how they land. If both pieces land flat side up or both lands rounded side up, that is taken as a sign that the deity does not agree with the divination. If one piece lands flat side up and one piece lands rounded side up, that is taken as a sign that the deity agrees with it. If the crescents land in such a way that they rock back and forth before coming to a stop, that is known as a "laughing poe" and is considered to be very lucky. If they land flat side down, that is known as a "negative poe" and is considered to be unlucky. Divination by using Poe is just one of many methods that are practiced in Taiwan.

Divination is an important part of many African cultures. In Senegal, the Serer religion relies on Divination as one of its central tenets. Only those who have been initiated as Saltigues, or the Serer high priests and priestesses, are able to divine the future. These are the "hereditary rain priests" whose role is both religious and medicinal. Divination is just one of the many techniques that the Saltigues use in order to predict the future. Other methods include using bones, shells, and other objects that are thought to be connected to the spiritual world. Divination is not only used to predict the future, but also to diagnose and treat illnesses. The Saltigues are incredibly important members of their community, and their role in divination is just one example of their importance.

Divination can be found in almost every culture around the world, and many cultures practice the same methods under different names. During the Middle

Ages, scholars coined terms for many of these methods—some of which had hitherto been unnamed—in Medieval Latin, very often utilizing the suffix -mantia when the art seemed more mystical (ultimately from Ancient Greek μαντεία, manteía, 'prophecy' or 'the power to prophesy') and the suffix -scopia when the art seemed more scientific (ultimately from Greek σκοπεῖν, skopeîn, 'to observe'). Names like drimimantia, nigromantia, and horoscopia arose, along with other pseudosciences such as phrenology and physiognomy. Some forms of divination are much older than the Middle Ages, like haruspication, while others (such as megapolisomancy or coffee-based tasseography) are comparatively recent. Divination is often considered to be a pseudoscience, but there is a growing body of evidence that suggests that some forms of divination may actually be effective. The ones that have persisted are thus.

The Pendulum is a weight suspended from a pivot so that it can swing freely. When a pendulum is displaced sideways from its resting, equilibrium position, it is subject to a restoring force due to gravity that will accelerate it back toward the equilibrium position. When released, the restoring force acting on the pendulum's mass causes it to oscillate about the equilibrium position, swinging back and forth. The time for one complete cycle, a left swing and a right swing is called the period. The period depends on the length of the pendulum and also to a slight degree on the amplitude, the width of the pendulum's swing. Divination Pendulums can be used for answers to questions that you need guidance with, they are also known as "spiritualist tools". The belief is that your spirit guides will use the pendulum's movement to give you an answer, they do this by subconsciously moving your hand in certain directions. Divination Pendulums are usually made with crystals because it is believed that they help to amplify the energy of your guides. To

use a Divination Pendulum simply hold the end of the chain in between your thumb and first 2 fingers then ask your question aloud or in your head, remain still, and let your guides do the work!

Tarot Cards have been used for centuries to play games and predict the future. Tarot decks consist of four suits of cards, which vary by region. Each suit has 14 cards, including ten pip cards and four face cards. In addition, the tarot deck has a separate set of 22 Major Arcana cards, which are used for divination purposes. Tarot readings can be performed by anyone with a deck of tarot cards and a knowledge of the meanings of the various Tarot spread positions. Tarot readings can provide insights into past, present, and future events, and can be used to make decisions about love, relationships, finances, career choices, and other important life matters.

Numerology is the pseudoscientific belief in a divine or mystical relationship between a number and one or more coinciding events. It is also the study of the numerical value of the letters in words, names, and ideas. It is often associated with the paranormal, alongside astrology, and is similar to divinatory arts. Despite the long history of numerological ideas, the word "numerology" is not recorded in English before c. 1907. The term numerologist can be used for those who place faith in numerical patterns and draw pseudoscientific inferences from them, even if those people do not practice traditional numerology. For example, in his 1997 book Numerology: Or What Pythagoras Wrought, mathematician Underwood Dudley uses the term to discuss practitioners of the Elliott wave principle of stock market analysis. Numerologists believe that numbers have special significance in our lives and that they can be used to unlock hidden knowledge about ourselves and the universe. They often use numbers to identify patterns in nature,

including patterns in human behavior. Numerology has been used for centuries as a way to attempt to explain the world around us and to make predictions about future events. Numerologists use a variety of methods to calculate numerical values for letters, including assigning each letter a number from 1 to 9 or using more complex systems such as the Chaldean or Pythagorean systems. These values are then used to determine a person's numerological chart. Numerologists often use this chart to analyze an individual's life path or make predictions about their future. Many people consult numerologists when they are making major life decisions, such as choosing a new career or starting a family. Numerology is not an exact science, and it should not be used in place of traditional methods of research and analysis. However, some believe that it can be a useful tool for exploring your potential and gaining insights into your life's journey.

I Ching, also known as **Yi Jing** or the Book of Changes, is a Chinese divination text and one of the oldest Chinese classics. I Ching originated from a human desire to understand the changes and patterns in the universe, and it is traditionally consulted using Yarrow sticks or three coins. I Ching is most commonly used to answer open-ended questions because it does not return yes or no answers. When consulting I Ching, it is important to have a specific question in your mind. I Ching can be used for personal growth and understanding yourself better. It can provide guidance in making decisions, help you anticipate potential outcomes of your choices, and offer clarity on your current situation. I Ching can also be used to gain insights into other people and relationships. By understanding the energies at play in a situation, you can develop a greater harmony with yourself and others.

Crystal Gazing, also called **Scrying**, is a form of divination that involves

looking into a ball of rock crystal in order to see visions of distant or future events. This practice has its roots in early human civilizations, who likely interpreted reflections in water, on polished metal, or on precious stones as glimpses into the spirit world. By the 5th century AD, scrying had become quite widespread. However, it was condemned by the medieval Christian church as the work of the devil. Today, crystal gazing is still practiced by some people who believe that it allows them to tap into a higher level of consciousness and gain insight into the future.

Essential Oils play an important role in many contemporary spiritual practices in the United States. Christian groups such as evangelicals and witches have incorporated essential oils into their practices for studies such as Bible reading and spell casting. Meanwhile, yogis use essential oils in traditional practices such as yoga and meditation. Essential oils can be used in a variety of ways, depending on the group. For example, evangelicals might use them for anointing, while witches might use them for divination. Essential oils can provide a range of benefits for spiritual practitioners, including intensifying their experience and helping them to focus. While there is some tension between these groups, they share common ground in utilizing essential oils to enhance their spiritual practice.

Stream of Consciousness Writing, or **Automatic Writing**, is a method in which the writer holds a pen or pencil, and allows messages to flow through them without any conscious thought or effort. Many people believe that the messages are channeled from the spirit world. Stream of Consciousness writing first became popular as a part of the Spiritualist movement of the late 19th century. It was believed that by allowing the spirit to take control of the hand, they would be able to communicate directly with the living. While

many people still practice Stream of Consciousness writing as a form of communication with the other side, it has also become popular as a way to tap into the subconscious mind. By bypassing the critical thinking mind, it is believed that one can access buried memories or feelings, and gain insights into their own psyche. Stream of Consciousness writing can be done alone or in groups, and there are no set rules or guidelines. There are also no wrong answers, as each person will receive whatever message is meant for them. Whether you are looking to connect with a loved one who has passed on or hoping to gain some insight into your own thoughts and feelings, Stream of Consciousness writing may be worth a try.

Apantomancy is a form of divination that uses objects or events that present themselves by chance. The diviner works him/herself into a state of trance until an object or event is perceived, and then divines the meaning of that event. This form of divination was used in ancient Rome by the augurs. There is no set of standard interpretations in apantomancy, with the interpretations depending on the background of the seer. A branch of apantomancy places special significance on chance meetings with animals. The superstition regarding black cats crossing your path comes from this form of divination. Other common superstitions based on apantomancy are the belief that seeing a buzzard is an omen of death, and that it's unlucky to walk under a ladder. Signs and signals from the natural world have always been interpreted as having special meaning, and apantomancy is one way to give those signs and signals interpretation.

Bibliomancy is a form of divination that involves taking a book, often one with religious or spiritual significance, and randomly opening it to a particular page or section. The seeker then interpretation the words on that

page in relation to their question or situation. Bibliomancy is similar to **Stichomancy**, which is divination by randomly selecting a line or verse from a book, rather than an entire page. Bibliomancy is also sometimes known as rhapsodomancy, which is divination by reading a random passage from a poem. The practice of bibliomancy likely has its roots in ancient Rome, where people would consult the sortes Homericae (divination by drawing lots from the works of Homer) or the sortes Virgilianae (divination by drawing lots from the works of Virgil) for guidance. The sortes Sanctorum, which involved consulting the Bible, was also a popular form of divination in Rome. While the specific origins of bibliomancy are unclear, it is evident that this form of divination has been practiced for centuries and continues to be used by people today.

Animal Divination is one of the traditional forms of apantomancy—divination using things at hand or which present themselves by chance, i.e., omens. Having addressed ornithomancy-bird divination in the previous entry, it's time to address animal divination. Native Americans and the ancient Celts regarded animals as messengers of the divine, and the behavior of animals in their respective environments was read like a book. Many of us today don't live in environments, which lend themselves to practicing this art. Living in cities, towns and suburbs remove us from the sorts of environments where tuning in to the behaviors of animals is second nature. Animal divination can be difficult for those of us who have lost that connection to nature, but it is not impossible. There are still opportunities to observe animals in their natural habitats, even if we ourselves don't live in them. We can also create opportunities to connect with nature by spending time in parks or other green spaces, planting gardens, or even keeping a pet. By reconnecting with nature, we can begin to tap into the wisdom of the animal kingdom once again.

Witches that practice dark arts have been using divination for centuries in order to gain knowledge and power. They have inherited practices from pagan religions and have adapted them to their own purposes. Witches use divination in order to interpret signs and omens and to discover the future. **Pyromancy** and **Necromancy** is a popular form of divination among witches. It is used to discover the future husband or the exact location of a treasure. Witches use divination in order to gain knowledge and power, and it has become an important part of their dark arts.

I do no justice by assigning one origination to Divination, it is an ability that is so incredibly various and one that deserves a special recognition in our conscious development. It is a power that can not be squashed, in all it's forms. It has, spread through forced acceptance in all beliefs and religions world wide and continued to advance into new form through generations.

Divination is the practice of predicting the future or determining the truth of a matter by supernatural means. Diviners and astrologers have been present in most human cultures throughout history, and there are many references to divination in the Bible. The Oracle of Amun at the Siwa Oasis was made famous when Alexander the Great visited it after conquering Egypt from Persia in 332 BC. Divination was an important part of Ancient Greek religion, and Oracles were considered to be the conduits for the gods on earth. Their prophecies were understood to be the will of the gods verbatim. Seers were also considered to have special knowledge of the future, and they would often give advice to kings and other important figures. We still have references to divination in our modern world, such as the zodiac calendar. Divination may not always be accurate in dependent on those divining, but it

can be a fun way to explore different cultures and learn about our past.

Spiritual Gifts

Religion is a controversial topic that has been at the forefront of many heated debates. There are a variety of different religions practiced all over the world, and each one has its own set of beliefs and customs. While some people view religion as a source of comfort and guidance, others view it as an oppressive force that limits personal freedom. One of the harshest hurdles we've come up against is the reinvention of religion within our current era. It's not necessarily a hurdle for awakened individuals, it's just complicated while attempting to live free of any influence, especially around those that are bent on the enforcement of these beliefs. Even more so for those that are born into the religion and live without choice. There are many religions that claim to give their children free choice, but when those children consider that their entire world exists within these religions, there's not much of a decision to be made. While some of the past polytheistic religions offered a variety, the newer monotheistic religions offer very few options (at least this is the official statement). Religion is a complex topic, and it is clear that there is no easy answer when it comes to reconciling different belief systems. However, it is important to have an open mind and to respect the rights of others to practice their own religion freely.

That being said, one of the most controversial aspects of religion is the way it has been used to justify violence and bigotry. Throughout history, there have been countless examples of religious groups oppressing, subjugating, and abusing others in the name of their god or gods. While it is true that there have been atrocities committed in the name of religion, it is also important to remember that religion is not the root cause of these problems. Religion is

simply a tool that can be used for good or for evil. The responsibility lies with the individual to use their religious beliefs in a positive way. In exploring the monotheistic beliefs, it is easy to understand how a singular godhead can be viewed without any faults. Made more perfect as the original documents which outlined these beliefs have been changed multiple times, in an effort to appease the masses. It is rare for newcomers to seek out these past understandings. Religion has been a part of my life for many years now, and I have learned that we already know these truths - we just haven't been able to relay them properly, or choose to stay quiet. In order to have a successful debate about this topic, we must first be willing to listen to each other and truly understand where the other person is coming from. Only then can we begin to find common ground.

Magic has been around since the beginning of time. It was created as a means of influencing the world. Magic is used to control the weather, make people fall in love, and make crops grow. Magic is also used to heal the sick, protect against evil spirits, and bring good luck. In some cultures, magic is used to communicate with the dead. Magic is also used to read minds, foresee the future, and Fly through the air. Belief in magic as a means of influencing the world seems to have been common in all cultures. There was considerable overlap between beliefs and practices that were religious and those that were magical, such that their mutual influence was significant. In many cases, it becomes difficult or impossible to draw any meaningful line between beliefs and practices that are magical versus those that are religious. Communal rites and celebrations contained elements of both religion and magic. Over time, especially within the specific religious context of western monotheism as expressed in the Abrahamic religions, religiously-based supernatural events ("miracles") acquired their own flavor and became separated in those

religious worldviews from standard magic. Some religions today, such as Neo-Paganism and Wicca, are explicitly reconstructionist with respect to earlier forms of paganism which included significant elements of magic in their practice. Other contemporary religions incorporate Magic Practice into their belief systems such as Hinduism, Sikhism, Orthodox Judaism, Candomble, Voodoo, most branches of Christianity (especially Pentecostalism), Islam, Spiritism, and Thelema. Magic has also played an important role in popular culture. Stage magicians such as Harry Houdini and David Copperfield use illusion and spectator management techniques to create acts that appear magical even though there are usually no supernatural forces involved; Chinese "Qi Gong" masters use various techniques including hypnosis for similar purposes; some so-called psychic surgeons perform surgery without anesthesia or visible incisions which would be impossible by normal medical standards; posters advertising purportedly miraculous cures by spiritual healers often fill public spaces such as bus shelters; faith healing also appears commonly in televised evangelist broadcasts where supposedly miraculous cures are attributed to divine intervention; "magicians" (such as Dynamo) who perform seemingly impossible feats of strength or endurance or who apparently levitate are increasingly appearing on television; The magic continues to be a significant element in works of fantasy literature; one recent survey found that two-thirds of leading fantasy authors use magic consistently throughout their work... [and so on]

Magic is often seen as something that is out of the ordinary, something that can't be explained by the laws of physics. However, what many people don't realize is that Magic is actually just another form of Chaos. Magic comes from the Chaotic Realm, and Chaos is present in all things that exist within the physical universe. This means that Magic is actually all around us, in

everything we do. It's even present in Religion. Many people view Religion as a way to bring order to the chaos of the world, but the truth is that Chaos is actually an essential part of Religion. Without Chaos, there would be no Magic, and without Magic, Religion would be nothing more than a set of boring rules and regulations. Magic is what gives Religion its power, and without it, Religion would be nothing more than an empty institution. Religion often seems like it is a battle between Order and Chaos. Religion tries to give the appearance of Order while actually giving the façade of conquering Chaos. This is the only appeal to the faithful, that they can find Order by conducting themselves properly. Even as their lives are wrought with Chaos, they do not wish to know any of these truths. The truth is that religion was not born from anything other than itself, and shatters continuously. As random as Chaos itself. Religion may give the appearance of having everything together but, in actuality, it is just another tool that people use to try and make sense of the world around them. Religion may seem like it conquered Chaos but, in truth, it is just another facet of the ever-present Chaos.

Our ancient texts have been borrowed from each other to a great extent, and this is now very apparent to most of us. However, there is a portion of the population who choose to wear blinders and deny this fact. The rest of us are screaming to finally move forward with these truths. I prefer to stick to the most original writings, but I always submit that there are writings that we have yet to unearth or discover. I may be able to see existence from a conscious understanding. However, when considering that there are many places where consciousness does not hold the domain, I must attempt to piece together the times and places where consciousness was present. This is how the opposition works, hiding, destroying, and rewriting our history. Let us

take back our power by understanding our ancient texts. Christianity and Gnosticism are two very different belief systems. Christianity emphasizes the transcendence of one God and the salvation of all willing human beings from estrangement from God through the bodily death and resurrection of Jesus Christ, who is both fully human and fully divine. In contrast, many gnostic groups developed mythologies that differentiate between an inferior creator of the world, called a demiurge, and a higher god. These mythologies also tend to emphasize the salvation of select humans from bodily existence through their awakening to the knowledge (gnosis) of their original divine identity. Christianity is based on faith, while Gnosticism is based on knowledge. Christianity is also centered on Christ as the savior, while Gnosticism teaches that humans can save themselves through gnosis. There are many more differences between these two belief systems, but these are some of the most fundamental. Elohim is a Hebrew word that refers to God. Elohim is based on the ancient Semitic root 'el', which means 'strong one'. Elohim was often used as a generic term for a god since the rise of civilization in Mesopotamia. El was the father of all the other gods in the Canaanite pantheon and was the husband of Asherah, the mother goddess. Elohim is also translated as 'God' in our English Bibles. Jesus would have used the related Aramaic term Alaha to speak of God. The Arabic Allah derives from the same Semitic root. Elohim is an important word because it helps us to understand who God is - As well as those who counseled the humans with him.

Elohim is a Hebrew word meaning "gods". Although the word is plural in form, in the Hebrew Bible it usually refers to a single deity, particularly (but not always) the God of Israel. Elohim is cognate to the word 'l-h-m which is found in Ugaritic, where it is used as the pantheon for Canaanite gods, the

children of El, and conventionally vocalized as "Elohim". Most uses of the term Elohim in the later Hebrew text imply a view that is at least monolatristic at the time of writing, and such usage (in the singular), as a proper title for the supreme god, occurs occasionally in biblical poetry. In mainstream Judaism, it is generally understood to be a compound word Elohim which refers to God as being both compassionate and strict in judgment. Elohim appears more than 2500 times throughout the Tanakh. When Elohim appears with singular verbs and adjectives (e.g. Elohim is good), it usually refers to Yahweh; when it appears with plural verbs and adjectives (e.g. Elohim are awful), it usually refers to the multiple gods of other cultures. The related nouns Eloah and Eloth ("deity", "god") are mostly used as epithets or attributively, especially when referring to idols or other false gods; these uses sometimes parallel their use as Gentile divine names in Northwest Semitic languages (e.g., Baal). When applied to Yahweh or other deities in Judaism, eloah can denote multiple aspects of them, just like Elohim. Elath ("one god") may also be used as an alternative name for Eloah." Elath" could possibly refer to mono/henotheistic worship of one god that predated monotheism proper; it seemed less pejorative than terms such as "idolater".

A common interpretation of Elohim is that it denotes more than one god but functions grammatically as a singular noun (i.e., with a singular verb or adjective); this has been termed a "plural of majesty". Another possibility is that it derives from *ʾel being reverence + ʾīm being many; thus it might mean rulers or beings with special revered status; following this line of reasoning *ʾelōhīm might have meant originally "the receivers/worshippers/venerators [of El]", i.e., those who receive El's blessing – this earlier meaning might explain why some early Bible translations translate Elohim into English using italics: signaling that they perceived an

underlying meaning different from its ordinary surface meaning (*ʾĕlōhîm > 'worshipped ones', italicized elōhim). Another possibility offered by some Bible scholars is that Elohim may be derived from ʾēlāh ("one god") plus -īm (plural marker); according to this etymology, then functioned originally like Ba'al ("lord"). According to Liddell & Scott's lexicon on Greek & Roman Mythology, however," Gods" was also used with euphemistic intention for lesser deities: I understand by ‘Gods’... " This interpretation has been challenged by other scholars however who say that this interpretation does not fit with how elsewhere in Genesis 1:1 where Elohim clearly denotes more than one god. It has also been suggested that Elohim may derive from an original abbreviation *ʾlhm denoting "the One Who Is All" ('Ēl-'Olam). This would parallel Ugaritic usage of Alla denoting "the Hidden God" ('Il-'Ammi). Another suggestion advanced by some scholars is that Elohim comes from *ʾĕlo hā-ʿădāmâ = ʾĕlo hā-ʿămîm > 'God [=El] over all people' ('Ēl hā-Goyyîm'). These two explanations – understanding Elohim either primarily as 'many Gods' or primarily as 'God over many'- have been advanced side by side without any real effort made at synthesis." Eloah"/"Elath" could possibly refer to mono/henotheistic worship of one god that predated monotheism proper; it seemed less pejorative than terms such as "idolater". A common interpretation of Elohim is that it denotes more than one god but functions grammatically as a singular noun (i.e., with a singular verb or adjective); this has been also termed a "plural of majesty".

El was the supreme god of the ancient Canaanite religion and the supreme god of East Semitic speakers in Mesopotamia's Early Dynastic Period. El is a Northwest Semitic word meaning "god" or "deity". El is also referred to as il or ʾĒl. El is derived from the Proto-Semitic *ʔil-, meaning "god". El's specific domain was heaven, air, earth, and the underworld. El was attested in

Eblaite, Ugaritic, Phoenician, Hebrew, Aramaic, and Arabic. El was known for his fertility and for his ability to make springs gush forth from the earth. El Sexsmil aspects of the sun god Shamash. El is also known as Bull El. El's wife Asherah was also worshipped by ancient Semitics. El and Asherah had seven daughters together: Athirat, Anath, Tallayim (possibly Tamar), Hoglah (possibly Hukkok), Milcah (possibly Milkom), Jether (possibly Jethro), and Nehmah (possibly Naham). El's sons were Dagon, Baal Hadad, Yamm (God of the Sea), Mot (God of Death and Fertility), and Resheph (God of Pestilence and Healing). El had many epithets including "El Shaddai" meaning "El of the Mountains". El was also known as "El Elyon" meaning "El Most High", "El Beri'i" meaning "El Creator", and "El Olam" meaning "El Eternal". El is sometimes depicted as a bull or a man with a bull's head. El is also sometimes portrayed as having an eagle's wings or a calf's head.

EL, ELOI, ELAH, ELOH, ELOAH, ELOHIM, ALAH, etc., are used in the overall scripture text as generic titles, not a name. El is a title used in the Hebrew Bible for God. El appears in Ugaritic texts with the meaning of "the strong one", and "the powerful one". El is also found in Phoenician and Aramaic inscriptions. El is mentioned over 200 times in the Hebrew Bible, notably in the Book of Genesis, and is also the root of certain other words used to refer to God, such as Elohim and Eloah. Elohim is a plural form of Eloah, which itself may be a singular form of El. In some passages, Elohim is used with a singular verb, indicating that it refers to a single god. However, Elohim is also often used with a plural verb, indicating that it refers to multiple gods. Elohim is also occasionally used as a feminine form of El, referring to a female god. Throughout the Hebrew Bible, El/Eloah/Elohim is used as generic titles for God, not as names. However, there is evidence that both the Jewish people and Gentiles use them as both masculine and feminine

gender names, by components, or a whole person's name.

Abraham is a significant figure in Abrahamic religions, and his story is told in the Hebrew Bible/Old Testament. Abraham is said to have come from Ur, in Mesopotamia, which is now southern Iraq. He married his half-sister, Sarah, and they had a son together, Isaac. Abraham is also said to have had a second wife, Hagar, and a son with her, Ishmael. Abraham's story covers his travels from Mesopotamia to Haran, and then later to Canaan and Egypt. Abraham is considered the father of the Jewish people because he is the ancestor of Isaac, the father of Jacob, and the father of the twelve tribes of Israel. Abraham is also considered the father of the Arab people because Ishmael was the ancestor of Muhammad, who was the founder of Islam. Abraham's original name was Abraham Elohim, which means "father of many." Abraham was the father of Isaac and the grandfather of Jacob. Abraham is an important figure in both Judaism and Christianity and is considered the father of the Jewish people. Abraham is also revered by Muslims, who consider him to be a prophet. Abraham's story is recounted in the book of Genesis and is also mentioned in the Quran. Abraham's name was changed to Abraham when he entered into a covenant with God. The name Abraham signifies that Abraham will be the father of many nations. And so, Abraham dislodges his last name Elohim. Consequently, it becomes the name of the very God (or Gods) that starts the Abrahamic Religions. Abraham is said to have existed in the early 2nd millennia BCE (which makes this extremely vague).

Yahweh is the Hebrew name for the God of the Israelites. The name was revealed to Moses in the book of Exodus and consists of the sequence of consonants Yod, Heh, Waw, and Heh. This name is known as the

Tetragrammaton. After the Babylonian Exile (from 586–538 BCE), Jews ceased to use Yahweh for two reasons. First, Judaism became a universal religion, and the more common Hebrew noun Elohim replaced Yahweh to demonstrate the universal sovereignty of Israel's God. Second, Yahweh came to be seen as too holy to be uttered by human beings and was therefore only spoken by priests in religious rituals. Today, Yahweh is still used occasionally in scholarly or religious contexts.

Yahweh is the name of God in Judaism. The Masoretes, who from about the 6th to the 10th century CE worked to reproduce the original text of the Hebrew Bible, added to "YHWH" the vowel signs of the Hebrew words Adonai or Elohim. Latin-speaking Christian scholars replaced the Y (which does not exist in Latin) with an I or a J (the latter of which exists in Latin as a variant form of I). Thus, the tetragrammaton became the artificial Latinized name Jehovah (JeHoWaH). As the use of the name spread throughout medieval Europe, the initial letter J was pronounced according to the local vernacular language rather than Latin. Yahweh is also known as Yah and is a shortened form of Yahweh's full name, Yahweh Elohim. Yahweh is frequently mentioned in the Hebrew Bible and is Shadows & Light's main protagonist. Yahweh is first introduced in Genesis chapter one after creating Heaven and Earth. Yahweh is also known as The Most High, El Shaddai, and many other names. Yahweh is often portrayed as being stern and just, but also merciful and loving. Yahweh is a complex character, and His relationship with humanity is complicated. Yahweh loves His people, but He also punishes them when they disobey Him. Yahweh is a central figure in Judaism, and His importance cannot be overstated.

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revealed to Moses in the book of Exodus . After the Babylonian Exile (from 586–538 BCE), Jews ceased to use Yahweh for two reasons. First, Judaism became a universal religion, and the more common Hebrew noun Elohim replaced Yahweh to demonstrate the universal sovereignty of Israel's God. Second, Yahweh came to be seen as too holy to be uttered by human beings and was therefore only spoken by priests in religious rituals. Today, Yahweh is still used occasionally in scholarly or religious contexts. Yahweh is the name of God in Judaism. The Masoretes, who from about the 6th to the 10th century CE worked to reproduce the original text of the Hebrew Bible, added to "YHWH" the vowel signs of the Hebrew words Adonai or Elohim. Latin-speaking Christian scholars replaced the Y (which does not exist in Latin) with an I or a J (the latter of which exists in Latin as a variant form of I). Thus, the tetragrammaton became the artificial Latinized name Jehovah (JeHoWaH). As the use of the name spread throughout medieval Europe, the initial letter J was pronounced according to the local vernacular language rather than Latin. Yahweh is also known as Yah and is a shortened form of Yahweh's full name, Yahweh Elohim. Yahweh is frequently mentioned in the Hebrew Bible and is Shadows & Light's main protagonist. Yahweh is first introduced in Genesis chapter one after creating Heaven and Earth. El Shaddai is the name of the God that spoke to Abraham initially.

Yahweh is the most well-known of the seven names of God. It is often translated as "Lord" or "LORD" in English versions of the Bible. Yahweh is first introduced in Exodus 3:14-15, when Moses asks God what his name is. In this passage, Yahweh tells Moses that he is the "I AM." Yahweh is also used throughout the Old Testament as a name for God. Some examples include Genesis 22:14, where Abraham calls Yahweh his "aughter and shield"; Exodus 15:26, where Yahweh says that he is "the God who heals

you"; and Psalm 68:4, where Yahweh is described as a "father to the fatherless." While Yahweh is the most well-known of the seven names of God, there are also other names that are used in the Bible. These include Adonai, El, Elohim, Shaddai, Tzevaot, and Ehyeh. Each of these names has its own meaning and significance. For example, Elohim is often used in reference to God's power and might, while Shaddai emphasizes his attributes of goodness and faithfulness. Together, these seven names of God provide a rich and varied understanding of who God is and what he does. Yet it also reveals the truth that has been looked over as we force ourselves to make meaning to a monotheistic viewpoint.

The 7 covenant names of God are different Beings and Entities. These 7 covenant names of gods, can be differentiated when looking at the branches of the original Abrahamic religions. In fact, there is a hierarchy among these gods. This hierarchy is evidenced by the rich history of these gods attempting to take over in many instances. The 7 names of these gods are Yahweh, Adonai, El, Elohim, Shaddai, Tzevaot, and Ehyeh. Each one of these 7 covenant names of god has a unique characteristic that sets it apart from the others. The seven covenant names of god are not one god. They are different gods with different personalities. The main differences between their personalities are plainly written in the bible. Yahweh is the god of the old testament, he is said to be a jealous, wrathful, and vengeful god. Adonai is the god of the new testament, he is said to be a loving, merciful, and forgiving god. El is the generic name for god, it can be used for either Yahweh or Adonai. Elohim is the plural form of El and refers to the Gods collectively. Shaddai is the all-powerful god. Tzevaot is said to be the military commander of the army of angels. Ehyeh is said to be the self-existent one who always was and always will be. These Gods and their

personalities also change as we do, for they are not above conscious growth. It is an extremely complex topic to contemplate, to know that one God could in fact implant a false doctrine about the other. Or even perhaps present themselves as another God to manipulate and outcome. Let us start for instance with who we believe to be Yahweh when he asked Abraham to perform circumcision. An ancient act that binds us to supernatural forces that still today we commonly perform without understandings. The only last thing to add, is that if we believe in this as a single God, then we must consider that much like us, he evolves and changes his concepts through experience with humans. In this perspective, he is not omnipotent.

Blood Magic has been present throughout history in many different cultures. The most common type of blood magic is bloodletting, which is the deliberate letting of blood for ceremonial or magical purposes. The act of circumcision is also a form of blood magic. In Judaism, the commandment to circumcise male children was given to Abraham in the Torah. The purpose of this practice is to symbolically cleanse the body and make it holy. There are many risks associated with blood magic, such as weakness from loss of blood, infection, and bad karma. However, some people believe that the benefits outweigh the risks. Blood magic can be used to create powerful items, summon spirits, and heal the sick. The earliest recorded instance of bloodletting was from the Sumerians in Mesopotamia. They would pierce their flesh with sharpened thorns and offer the blood to the gods. The Mayans also practiced Blood Magic and would often sacrifice animals and humans to please the gods. The most common method of human sacrifice was to cut out the heart of the victim and offer it up as a bloody offering. The Aztecs took this a step further and would often skin their victims alive before sacrificing them. The Incas also practiced Blood Magic and would frequently perform

ritualistic sacrifices, sometimes even going so far as to sacrifice infants. The practice of Blood Magic has always been associated with death and violence. It wasn't until recently that people began to use it for more benevolent purposes.

Angelology is the study of angels, and different religions have their own Angelology. In general, there is a hierarchy of angels, with higher ranks having more power or authority over lower ranks. There are also differences in appearance between different ranks, such as varying numbers of wings or faces. Archangel is a common rank in Angelology, and Archangels are considered to be the highest ranking angels. They are often seen as the messengers of God, and they have a variety of roles such as protectors and warriors. Angelologists also often study Fallen Angels, which are angels that have been cast out of Heaven. Fallen Angels are often associated with darkness and evil, and they are said to roam the earth looking for revenge. This knowledge was helpful, and gave us further insight into the workings of the heavenly realms.

Demonology is the study of demons and beliefs about demons. Demonology is often divided into two main classes: those who believe that demons are nonhuman souls, and those who believe that demons are discarnate spirits that have never inhabited a body. The distinction between these two classes is often very sharp, notably among the Melanesians, several African groups, and others. Demonology often attempts to classify the hierarchy of demons and to understand the nature of demon activity in the world. Demonology has long been an important part of many cultures and has been studied by scholars for centuries. Somewhat helpful, it did give to us knowledge of things that sought to harm us. But it also misdirected the true natures of these

Entities and where they actually derive from. This also gave those considered holy the right to go forth and do battle with these misperceived foes. I need not go into the well atrocities.

Exorcism is the religious or spiritual practice of evicting demons, jinns, or other spiritual entities from a person, or an area, that is believed to be possessed. Depending on the spiritual beliefs of the exorcist, this may be done by causing the entity to swear an oath, performing an elaborate ritual, or simply commanding it to depart in the name of a higher power. The practice is ancient and part of the belief system of many cultures and religions. Exorcisms are typically performed by clergy or other individuals with supernatural power. In some cases, the possessed individual may be present during the exorcism, while in others they may be unconscious or even deceased. The experience of possession can vary greatly from one individual to another. Some may exhibit symptoms such as levitation, speaking in tongues, or unforeseen strength, while others may show no outward signs at all. Regardless of the severity of the symptoms, those who are believed to be possessed by evil spirits are often seen as a danger to themselves and others, and Exorcism is seen as a way to protect both the individual and the community.

Spiritual Blessings were dependent only upon faith. If one had faith, they would receive Spiritual blessings. Spiritual Blessings were given to those who had faith in Jesus Christ and His teachings. Spiritual Blessings were also given to those who had the Holy Spirit living in them. The manifestations of the Spiritual Blessings were many and varied. They could be seen in the hearts of men, in their countenances, in their conversations, and in their actions. Spiritual Blessings were also seen in the material things that God

gave to His children. All these things testified of God's love for His children and of His desire to bless them.

Biblical Damnation is the sentence or condemnation to everlasting punishment in the future state. This concept is found throughout the Bible, in both the Old and New Testaments. In the Old Testament, damnation is often used in relation to the judgment of God, especially in regard to those who have sinned. In the New Testament, damnation is more frequently used in relation to Hell, which is often seen as a place of eternal torment. There are a variety of different views on damnation, but it is clear that it is a significant concept in Biblical theology.

Spiritual Gifts are often misunderstood. Spiritual gifts are not talents or skills that can be learned. They are supernatural graces given by The different Gods (in what we call the Holy Spirit) to individual Christians to enable them to do something that would otherwise be impossible. Spiritual gifts have been around since the early days of the Church and were needed then, just as they are needed today, to help fulfill the mission of the Church. Spiritual gifts are given for the good of others and should not be confused with personal sanctification, which is a different matter altogether. If you feel called to use a spiritual gift, it is important to seek guidance from your church community in order to ensure that you are using your gift in a way that is helpful and not harmful.

Depending on which gods they followed at the time, Christianity brought prior knowledge forward to the new generations. With that, these understandings were changed and revised to fit into the doctrine. Some information was lost, some revamped, and most considered occult. Christian

branches would go through dark acts as well as kind acts. They would break off to form new branches, or even be severed and called out for Treason. There is so much to be said for the complexity that is the Abrahamic Religions, but this is for another time or even another era depending on who (or what) is in power. I will definitely consider a more in-depth writing in the future, for there is a host of lies when considering the Being known as Yahweh and how he is personified.

Dreamtime

Dreamtime is a term used to represent Aboriginal concepts of Everywhen, during which the land was inhabited by ancestral figures. Dreamtime is characterized by a focus on the land itself, which is often seen as being Dreaming. Ancestral figures are often of heroic proportions or with supernatural abilities. They are not worshipped but only revered. The Dreaming has subsequently become widely adopted beyond its original Australian context and is now part of global popular culture. Dreamtime is often used to represent a time before time, when the world was created, and when everything was possible. It is a time when the impossible becomes reality and when the impossible can be achieved. Dreamtime is also sometimes used to refer to the Dreaming state, which is a state of consciousness associated with Aboriginal beliefs. In this state, it is believed that one can connect with the Dreaming and access knowledge and power that is not available in the everyday world. Dreaming refers to both the past and present, and it is through Dreaming that Aboriginal people believe they can bring change to the world. Dreamtime is an important part of Aboriginal culture and has been passed down through generations. It remains an important part of contemporary Aboriginal life and provides a sense of connection to culture, land, and community.

The Aboriginal people of Australia describe both a spiritual aspect of their culture and the time before the arrival of Europeans. The term is based on a rendition of the Arandic word alcheringa, used by the Aranda (Arunta, Arrernte) people of Central Australia, although it has been argued that it is based on a misunderstanding or mistranslation. Some scholars suggest that

the word's meaning is closer to "eternal, or uncreated". Anthropologist William Stanner said that the concept was best understood by non-Aboriginal people as "a complex of meanings". Jukurrpa is a widespread term used by the Warlpiri people and other peoples of the Western Desert cultural bloc. Dreamtime holds great significance for Aboriginal people, as it encompasses both the spiritual and physical world. It is believed that everything in Dreamtime was created by Ancestral Spirits, who continue to play an active role in the lives of Aboriginal people today. Dreamtime stories are used to teach moral lessons and pass down knowledge about the land and its resources. They are also an important part of Aboriginal identity and culture.

Everywhen is a word that denotes continuous existence or in existence in time and space. It is commonly found in theological and spiritual contexts. The word is usually collocated with everywhere in the phrase everywhere and everywhen. Everywhen often denotes eternal existence or in existence. In other words, it denotes a state of being that is not limited by time or space. Everywhen is often used in relation to God or other divine beings. For example, when we say that God is everywhere, we mean that He exists outside of time and space and is not limited by them. Everywhen is also used in relation to the concept of infinity. For example, when we say that the universe is infinite, we mean that it has no end and no beginning. Everywhen is also used in relation to the concept of eternity. For example, when we say that something is eternal, we mean that it has no beginning and no end. Everywhen is also used in relation to the concept of time travel. When we say that someone has traveled through time, we mean that they have gone back or forward in time without being limited by the laws of physics. Everywhen is also used in relation to the concept of immortality. When we say that someone is immortal, we mean that they will never die. Everywhen is also

used in relation to the concept of reincarnation. When we say that someone has been reincarnated, we mean that they have been born again after they have died. Everywhen is also used in relation to the concept of heaven and hell. When we say that someone has gone to heaven or hell, we mean that they have gone to a place where they will exist forever. Everywhen is also used in relation to the concept of resurrection. When we say that someone has been resurrected, we mean that they have come back to life after they have died. Everywhen is also used in relation to the concept of Judgment Day. When we say that Judgment Day will come, we mean that everyone will be judged according to their deeds and will be sent to either heaven or hell depending on their verdicts.

Every-whenever can therefore be seen as a superlative form of whenever referring to Many Christian's belief in the rapture which will take believers away from Earth before judgment day rendering them unable to be judged. To an undefined period of time during which something will happen or will not happen." In this sense, every-whenever can be seen as synonymous with "whenever." However, every-wherever-ends with "end," which suggests a definite finish or conclusion while "whenever" does not necessarily connote such an event." This could imply then-that every-whenever refers specifically to a momentous occasion while "whenever" need not denote such grave implications; it could simply refer to any number of times (either indefinite or finite). Consequently, "every-whenever" appears more often than "whenever" in religious contexts where great importance is placed on specific events occurring at particular moments in history (e Bible)." Jude writes "...how are we looking forward to his appearing and HIS kingdom? On HIS account you are... waiting for THE END OF ALL THINGS."(Jude 1:14-15a) Here THE END OF ALL THINGS denotes a very specific event that Christians should

anticipate eagerly because it signals the culmination of all things and Christ's returning glory." The usage of every-whenever infers greater weight than whenever possibly suggesting that this ENDTIME is more significant than any other moment in history." Given its usage in Scripture and religious texts," every-whenever" seems best suited for descriptions of transcendent events rather than general frequencies as suggested by "whenever." This provides us with greater clarity when understanding a text's message or purposeful application to those that follow Christianity.

An altered state of consciousness (ASC), also called an altered state of mind or mind alteration, is any condition that is significantly different from a normal waking state. An ASC is characterized by changes in one or more of the following: thought, emotion, perception, and/or motor behavior. By 1892, the expression was in use in relation to hypnosis, though there is an ongoing debate as to whether hypnosis is to be identified as an ASC according to its modern definition. The next retrievable instance, by Dr. Max Mailhouse from his 1904 presentation to the conference, however, is unequivocally identified as such, as it was in relation to epilepsy, and is still used today. In academia, the expression was used as early as 1966 by Arnold M. Ludwig and brought into common usage in 1969 by Charles Tart. It describes induced changes in one's mental state, almost always temporary. A synonymous phrase often used interchangeably with ASC is "altered state of awareness" (ASA). An ASA is defined as a significant change in attention from baseline conditions. ASA can be naturally occurring (e.g. daydreaming) or induced (e.g. meditation).

Dream-walking is the ability to leave the barriers of one's own mind while asleep. It allows the dream walker to enter someone else's dream and observe

or control them, or to travel to other realms. Dream-walking is a form of telepathy, and therefore a psychic power. Humans can dream walk using African Dream Root, or as a result of innate abilities that are developed. Angels and some demons can enter dreams at will. Dream-walking should not be confused with Astral Traveling. Dream-walking stays in the dream realm, whereas those who Astral Project focus on leaving their physical body to explore the astral realm.

Certain dream-walkers are powerful enough to see or briefly visit other worlds in the Multiverse through meditation. Derek Swan was capable of seeing multiple worlds that were paradises, but Kaia Nieves only seemed to go to Bad Places, despite being more powerful than Derek. When anyone decides to dream walk into another person's mind, they would appear as mental projections that are essentially copies of that person modified by the dream-walkers own subconscious. This makes it hard for others to tell if they are being dream walked unless they are familiar with the sensation. Remember that Everywhen and Every-whenever denotes a place and time, even if it is all-encompassing. This ability is best associated with Etheric Body Travel and not Astral Travel.

Dream Walking is a development of many societies reformed from Lemuria. Dream walking is the act of traveling into another person's dreams in order to heal, teach or unite with elder hearts. Dream walking has been used for centuries by Native Americans as a way to connect with their ancestors and the spirit world. Unlike other non-Indigenous societies, which largely disregard dreaming as unimportant to the reality of daily life, Indigenous people see dreams as having a spiritual significance. Dreams are often seen as having a metaphorical, literal, or prophetic meaning to the waking reality. For

some Indigenous individuals, dream walking is a way to connect with their ancestors and the spirit world. Dream walking has been used for centuries by Native Americans as a way to connect with their ancestors and the spirit world. Dream walkers enter these worlds in many ways. Some use traditional methods while others have developed new techniques. However, all dream walkers believe that dreams are significant to Indigenous cultures as they open new worlds beyond our normal comprehension of reality. Dreaming provides dream walkers with an opportunity to access knowledge and understandings that are not available in the waking world. By understanding the language of dreams, dream walkers are able to help others heal from physical, emotional, and mental wounds, learn new skills and knowledge and gain insight into their own lives and the lives of others. Dreaming also allows dream walkers to travel to other places and times, where they can meet other dreamers and learn about their cultures and traditions. In short, dreaming is an important part of Indigenous cultures because it allows dream walkers to access knowledge and understandings that are not available in the waking world.

Dream Magic is a fascinating and little-understood branch of the magical arts. The user is able to enter the dreams of others, influence and control them, and can even bring objects and beings from their dreams into the real world. Dream magic is considered to be one of the most powerful and dangerous forms of magic, as it can be used to manipulate others for malicious purposes. Dream magic is also very difficult to control, and even the most skilled users can find themselves in over their heads. As a result, dream magic should be used with caution and only by those who are experienced and knowledgeable in its use. This ability can induce all kinds of dreams, including good dreams, bad dreams (nightmares), lucid dreams,

daydreams, etc., into others or themselves. Users can create, shape, enter and manipulate the dreams of themselves and others, including modifying, suppressing, fabricating, influencing, manifesting, sensing, and observing dreams as well as nightmares, daydreams, etc., possibly including past ones. They can produce and modify dreams, bestow nightmares or lucid dreaming, entrap people in REM, and promote spiritual/emotional healing within dreams. In some cases, the user's power extends to the real world, such as wounds inflicted on a sleeping victim, healed damage (mental or physical) affecting the physical form, and otherwise blurring the line between waking and dreaming. Dream Magic is a very powerful and versatile form of magic that should not be taken lightly. With great power comes great responsibility; Dream Magicians must be careful not to abuse their powers or cause more harm than good.

Some Dreamwalkers use Hallucinogens in their ceremonies, believing that the substances will give them a deeper understanding of the dream world. There are many different types of hallucinogens, each with its own unique effects. Calea Zacatechichi, for instance, is said to provide clearer dreams, while Silene Capensis is associated with prophetic dreaming. Asparagus Racemosus, meanwhile, is said to help align the spirit with the dream realm. Whatever the substance, it is important to remember that hallucinogens can be powerful drugs and should be used with caution. Some people may have negative experiences or reactions to these substances, so it is always best to do your research before using any type of hallucinogen.

Some Dreamwalkers use expressions of art to connect to dreamtime. This might include dance, music, chanting, meditation, and body painting. The act of creating art can help to still the mind and open the door to the

subconscious. For some, this is where the dreamworld resides. By accessing this state of heightened awareness, it is said that one can better interpret the messages from their dreams. In addition to providing a path into dreaming, art can also be used as a tool for self-discovery and healing. Some believe that the creative process helps to tap into a hidden well of knowledge and wisdom. Others find that the expressive nature of art can be cathartic, providing relief from difficult emotions. Regardless of how it is used, there is no doubt that art plays an important role in the lives of many Dreamwalkers.

Noted Deities found within the Dreamtime is the Rainbow Serpent. It is also known by numerous names in different Australian Aboriginal languages by the many different Aboriginal peoples. The Rainbow Serpent commonly referred to as a creator god, is seen as one of the most important beings within Aboriginal mythology. The structure and function of Aboriginal society are often based on the stories of the Rainbow Serpent. These stories discuss the power and importance of the being and how it affects everyday life. The Rainbow Serpent is a giver of life due to its association with water, but can also be a destructive force if angered. This deity is widely worshipped throughout Aboriginal communities and is an essential part of their belief system. The Rainbow Serpent is one of the most common and well-known Aboriginal stories and is of great importance to Aboriginal society. It is often used in art and rituals as a way to connect with powerful beings. The stories and significance of the Rainbow Serpent will continue to be an important part of Aboriginal culture for generations to come.

Also within the Dreamtime is Tjilbruke (also Tjirbruki, Tjilbruki, Tjirbruke, Tjirbuk, or Tjirbuki,) an important creation ancestor for the Kaurna of the Adelaide plains in the Australian state of South Australia. Tjilbruke was a

Kaurna man, who appeared in Kaurna Dreaming dating back about 11,000 years. The Tjilbruke Dreaming Track or Tjilbruke Dreaming Trail is a major Dreaming trail, which connects sites from within metropolitan Adelaide southwards as far as Cape Jervis, some of which are Aboriginal sacred sites of great significance. It is generally accepted that prior to colonization by Europeans, the Ngarrindjeri people were the custodians of this part of South Australia. However, there is evidence that other groups may have occupied the region at different times over the past 10,000 years or more. These include the Kaurna people, who were living in the Adelaide area when British settlers arrived in 1836. It is likely that both the Ngarrindjeri and Kaurna peoples have passed down stories about Tjilbruke through oral tradition. Although there is no written record of his life, it is clear that he played a significant role in Aboriginal mythology and culture. Given his importance to both the Ngarrindjeri and Kaurna peoples, it is not surprising that many sites along the Tjilbruke Dreaming tracks are of great cultural and spiritual importance to Aboriginal people today.

The Nazca people of Peru are best known for the Nazca Lines, a series of enormous geometric shapes and images that they created on the desert floor. For many years, scholars have debated the purpose of these lines, with some suggesting that they were used for astronomical purposes and others arguing that they were part of religious rituals. The most likely explanation is that the Nazca Lines were used to plead with the gods for water. The Nazca Desert is one of the driest places on earth, and the Nazca people would have been all too aware of the dangers of drought. It was thought they created such large and impressive shapes, they may have hoped to catch the attention of their deities and convince them to send much-needed rain.

Nazca's religious beliefs were based on agriculture and fertility and this is likely related to the arid, extreme nature of the environment. Much Nazca art depicts powerful nature gods, such as the killer whale, the harvesters, the mythical spotted cat, the serpentine creature, and, the most prevalent of worshiped figures, the anthropomorphic mythical being. These Nazca beliefs are similar to those of the contemporary Moche culture based in northwest Peru. Shamans in both cultures apparently used hallucinogenic drugs, such as extractions from the San Pedro cactus, to induce visions. The use of such substances is also depicted in Nazca pottery related to the Nazca religion. Religious events and ceremonies took place in Cahuachi and the Nazca people worshiped the nature gods for aid in growing crops. Consequently, understanding Nazca religious practices can give insights into farming techniques as well as Nazca culture and worldview more broadly.

The Nazca lines have been variously interpreted as religious symbols, astronomical alignments, or maps of underground water resources. However, what must be understood is that they served as a giant three-dimensional map used by the Nazca shamans to navigate the spirit world. The Nazca shamans were said to be able to induce out-of-body experiences, known as Dreamwalking, in which they would journey to distant places and communicate with spirits. The Nazca lines served as a kind of roadmap for these shamanic journeys, helping the shamans to find their way back to their physical bodies. In addition, the Nazca lines were used to train new shamans in the art of Dreamwalking. Would-be shamans were not permitted to physically traverse the Nazca desert, but if they could view the shapes from above and then find their way to them on foot, it would prove that they had indeed achieved Dreamwalking. Thus, the Nazca lines served both as a map and as a training ground for Nazca shamans. I will that for the scholars to

unravel.

We are all connected through the collective unconscious. This is Carl Jung's theory and he believed that human beings are connected to each other and their ancestors through a shared set of experiences. We use this collective consciousness to give meaning to the world. We may not be aware of it, but we're always tapping into the collective unconscious. It's like an invisible thread that connects us all. When one person has a breakthrough or an "Aha!" moment, it can benefit the entire human race because we're all connected. We're all part of the same whole. An awakening in one society would interconnect with all societies. The collective unconscious is a powerful force and by tapping into it, we can create positive change in the world. We can also harness its power to help us better understand ourselves and our place in the world. Added to this is that we are also connected to the Collective Conscious, all new powers that one society learns can thus be learned by all. We confuse ourselves by asking how we learned our gifts, this sticks us into a spiral of loss. Not realizing that we may either learn it in a prior life or tap into the conscious collective.

Curses

A Curse is an expressed wish that some form of adversity or misfortune will befall or attach to one or more persons, a place, or an object. Curses are often made effective by a supernatural or spiritual power, such as a god or gods, a spirit, or a natural force. Curses can also be cast by magic (usually black magic) or witchcraft. In many belief systems, the curse itself (or accompanying ritual) is considered to have some causative force in the result. To reverse or eliminate a curse is sometimes called "removal" or "breaking", as the spell has to be dispelled. Curses are found in many cultures and religions. They can be used for good or evil purposes. Curses are often used to protect people, places, and things from harm. Curses can also be used to harm people, places, and things. Curses are often passed down from generation to generation. Curses can be imposed on someone for a variety of reasons. Curses can also be self-imposed. A curse, also known as an imprecation, is a pronouncement of misfortune or harm. Curses are often uttered in response to perceived wrongs, and they may take the form of a threat or a prayer for misfortune. In some cultures, cursing is considered to be a sacred act, and it may be used to invoke supernatural forces. Curses can also be used as a form of social control, and they may be used to punish people who have harmed or offended others. Curses are often considered to be bad luck, and they may be accompanied by superstitious beliefs about their power to cause harm. Curses are also called a malediction, execration, malison, anathema, or commination.

The Generational Curse is said to be the strongest form of curse. It is passed down from one generation to the next, through black magic or gods.

The curse can cause physical and mental illness, financial ruin, relationship problems, and even death. The curse can be passed down through families for centuries, and the effects can be terrifying. In some cases, the curse can be lifted by a priest or shaman. However, in other cases, the only way to break the curse is to find and destroy the source of the curse. The Generational Curse is a powerful force, and it should not be taken lightly. The generational curse is a real and powerful thing, made more powerful by the disbelievers. The generational curse is defined as a set of negative patterns that are passed down from one generation to the next. The patterns can be anything from addiction, to financial struggles, to abuse. The curse is perpetuated because the descendant doesn't know that they are under a curse, and so they continue the cycle without even realizing it. The good news is that the generational curse can be broken. The first step is acknowledging that the cycle exists and that you want to break it. The next step is to repent for any part you may have played in continuing the cycle. After that, you need to declare that the cycle is broken in a (hopefully a just) god's name. Finally, you need to take positive steps to change the pattern of your life. The generational curse is a real and powerful thing, but it doesn't have to define your life. You can break the cycle and live a life of freedom and abundance. Many curses do require objects or symbols. However, the generational curse requires no objects or symbols, it is cast by the power and will of other people or gods, with the will and emotion of the wrong they have been given. Other curses will require objects or symbols.

The Evil Eye is a curse that can be brought about by a malevolent glare. The belief dates back to about 5,000 years ago and is present in many different religions and cultures. The earliest known literature that mentions the evil eye dates back to the century BC. The evil eye is often used as a type of

apotropaic magic, which is used to protect against bad luck or misfortune. The evil eye is found in many different cultures but is most prevalent in the Jewish, Muslim, and Christian faiths. The evil eye is often worn as a charm or amulet in order to ward off bad luck or misfortune. The evil eye has been used throughout history as a way to protect people from harm. The idea behind it is that some people have the ability to curse others simply by looking at them. This curse can cause all sorts of problems, ranging from bad luck to illness. As a result, many cultures have developed their own ways of protecting against the Evil Eye. The most common method is to wear an amulet or talisman. These are usually charms that are thought to have magical properties. The Evil Eye is also a popular motif in art and literature. It is often used as a symbol of protection, such as in the Egyptian Eye of Horus. Today, the Evil Eye is still a widely-believed superstition, and it continues to play an important role in many cultures around the world.

The belief in the evil eye is an ancient one, attested to in texts dating back to at least the late Bronze Age. The Evil Eye is a curse said to be bestowed upon a person by another person who is jealous of them. This curse can cause all sorts of misfortune, from illness and accidents to bad luck and financial troubles. The belief in the Evil Eye is found throughout the world, in cultures as diverse as Greece, Turkey, India, and Mexico. In Greece, the Evil Eye is often depicted as a blue eye. It is said that if you meet someone's gaze, they can give you the Evil Eye without even intending to do so. The Evil Eye is just one example of the many ways that different cultures believe that jealousy and envy can unleash negative energy and bring harm to others.

Protections from the Evil Eye are found in almost every culture around the world. This belief is especially prominent in cultures where it is considered

rude to compliment someone. There are many ways to protect yourself from the Evil Eye, but they all generally involve deflecting the gaze of the person who is believed to be giving you the Evil Eye. One common protection is the phallic charm called fascinum in Latin. These charms are worn as personal adornments and are believed to deflect the curse of the Evil Eye. Other protections include objects like amulets, talismans, and evil eye beads. In some cultures, it is also common to say a prayer or spit after receiving a compliment to ward off the curse of the Evil Eye. Protections from the Evil Eye are found in almost every culture around the world because the belief in the power of the Evil Eye is so widespread. Belief in the evil eye is strongest in West Asia, Latin America, East, and West Africa, Central America, South Asia, Central Asia, and Europe, especially the Mediterranean region; it has also spread to areas, including northern Europe, particularly in the Celtic regions, and the Americas, where it was brought by European colonists and West Asian immigrants. Other regions that believe in the Evil Eye are Australia and Melanesia.

A Jinx is a curse or the attribute of attracting bad or negative luck. The word "jynx" meaning the bird wryneck and sometimes a charm or spell has been in use in English since the seventeenth century. The modern spelling and connotations developed late in the nineteenth century. In the 21st-century press, the suggestion a ship might be "jinxed" was made in connection with two cruise liners after misfortunes, MS Queen Victoria and the Emerald Princess. In the 20th century, the Australian aircraft carrier HMAS Melbourne was sometimes said to be jinxed, having twice struck a friendly ship, with considerable loss of life.

The term "jinx" also arises when one does not want to say something positive

about an incomplete or inconclusive situation, lest they tempt fate. A similar superstition is that of knocking on wood, which is done to avert bad luck after making such a statement. Jinxes are often associated with specific activities or circumstances which are considered unlucky. Examples include saying "Macbeth" in a theatre (referring to Shakespeare's play Macbeth), or walking under a ladder. Breaking a mirror is also considered unlucky in some cultures because it supposedly portends seven years of bad luck. A common theory behind many of these jinxes is that by tempting fate or speaking of bad luck, one actually brings it upon oneself. Therefore, by refraining from talking about such things, one can avoid misfortune. Others believe that jinxes stem from jealousy or envy; by wishing someone ill will, one can actually cause them harm. Still, others believe that certain objects or words have inherent power which can cause harm if used carelessly or without proper respect. Whether due to superstition or simply because they are considered impolite, most people try to avoid using terms like "good luck" when referring to impending events such as exams or sporting events. Instead, phrases such as "break a leg" are used as alternatives which supposedly will not tempt fate in the same way.

Hexes are a type of magic that specifically involves using spells and rituals to cause harm or death to another person. The word "hex" is derived from the German word Hexe, which means "witch." Hexes were commonly practiced in Europe during the Middle Ages, and they were also popular in Colonial America. Hexes are typically associated with negative energy and malevolent intentions, but they can also be used for positive purposes, such as healing. Regardless of the intent, hexing is a powerful form of magic that should not be taken lightly. Hex bags are charms composed of a mixture of herbs, talismans, and other supernatural ingredients, placed in a piece of cloth and

bound with leather. They are used to bring about a specific effect – usually, but not always, malicious. Hex bags intended to harm someone may also contain the personal belonging of the intended victim (usually clothing). Hex bags are apparently very difficult to stop; the only ways to stop a hex bag are to find and burn it, have the witch casting the spell break it, or cast a powerful counter-spell. When a hex bag is burned, the flames become a bright blue. Hex bags first appeared in American folk magic in the 18th century. In the tie-in book Supernatural: Bobby Singer's Guide to Hunting, it is stated that the hex bags used to shield against demons and angels contain two bones from a chicken's foot, an unbroken spider egg, and equal quantities of lavender and hemp, and graveyard dirt.

Louisiana Voodoo, also known as New Orleans Voodoo, is an African diasporic religion that originated in Louisiana, now in the southern United States. It arose through a process of syncretism between the traditional religions of West Africa, the Roman Catholic form of Christianity, and Haitian Vodou. No central authority is in control of Louisiana Voodoo, which is organized through autonomous groups. Louisiana Voodoo became well known for its use of hexes, or curses, which were often used to harm or even kill one's opponents.

Historical records reveal the names of various deities who were worshiped in Voodoo, prominent among them were Blanc Dani, the Grand Zombi, and Papa Lébat. These were venerated at altars, where sacrifices were made to them. Spirits of the dead also played a prominent role in historical Voodoo, with some contemporary practitioners regarding religion as a form of ancestor veneration. Louisiana Voodoo has undergone a revival in recent years, with more people than ever before taking interest in its teachings and

practices.

Santa Muerte is a Mexico-based folk saint who has become increasingly popular in recent years. Santa Muerte, which translates to "Holy Death" or "Saint Death," is a personification of death that is associated with healing, protection, and safe delivery to the afterlife by her devotees. Santa Muerte originally appeared as a male figure, but now generally appears as a skeletal female figure, clad in a long robe and holding one or more objects, usually a scythe and a globe. Despite condemnation by leaders of the Catholic Church, and more recently evangelical movements, her following has become increasingly prominent since the turn of the 21st century. Santa Muerte represents a break from traditional Catholic beliefs and practices, which has contributed to her growing popularity among certain populations in Mexico. For many devotees, Santa Muerte provides an alternative source of spiritual comfort and support outside of the Catholic Church. Santa Muerte represents a complex blend of beliefs and practices that combine elements of Catholicism with Mexican Neopaganism, making her a unique and controversial figure within Mexican culture. Santa Muerte is a popular folk saint in Mexico that is also known for its hexes. Santa Muerte's cult following has been growing in recent years and she is now widely revered by many. Although Santa Muerte is not recognized by the Catholic Church, her cult following continues to grow. Santa Muerte's hexes are well known and she is often called upon to curse one's enemies. Santa Muerte is a powerful folk saint that is greatly respected by many Mexican

Voodoo and Santa Muerte are two perfect examples of how our beliefs and practices have changed and adapted over time. Voodoo, which is a syncretic religion that combines elements of Catholicism with African spiritual

traditions, is one of the most well-known examples of how Catholicism has been adapted to meet the needs of new believers. Similarly, Santa Muerte, which is a folk saint venerated primarily in Mexico and the southwestern United States, has also emerged from Catholicism. Both Voodoo and Santa Muerte represent how our beliefs and practices have evolved over time to become something entirely new. They have now called forces that are far more real than any nonbeliever can fully realize. The beliefs and practices that have emerged from Catholicism were originally developed to find self-empowerment in a restrictive religion. As our beliefs continue to evolve, we can expect to see even more new and innovative religious practices emerge.

Just how powerful is a curse? There are many different opinions on how effective a curse can be. Some say that it depends on how strong the beliefs of the person cursed are. Others say that it's entirely up to the person casting the spell - if they have enough power and skill, then the curse will be effective regardless of the beliefs of the victim. It seems that the power of a curse is relative to each individual case. How potent they are is entirely dependent on the recipient's actions, not beliefs. In fact, the real practitioners of the craft are rarely known. Unless those who performed them are those that are too immature in its workings and find pleasure in showing off. Only the powers of a conscious being will be able to truly detect if a curse has been placed. For it is the secret that holds the most power. Those that don't believe will not take any action and therefore will be the most affected by the curse. This goes against the mainstream lies that have been produced about curses only taking hold due to our fears of them. I offer this in truth, for you will not see this in any other writings. Curses have little to completely no effects on Awakened Souls, they generally can detect them instantly and place up blocks and protections. Consequently, awakened souls do not actively bring it

up, even if they are in a close relationship with the ones attempting to curse them. Those that suspect that they have been cursed are better than those oblivious to it. However, the true power is to become a realized being and elevate your consciousness to the world we exist in.

Potions & Incantations

A **Potion** is a liquid "that contains medicine, poison, or something that is supposed to have magic powers." It derives from the Latin word potus which referred to a drink or drinking. The term philter is also used, often specifically for a love potion, a potion that is supposed to create feelings of love or attraction in the one who drinks it. Throughout history, there have been several types of potions for a range of purposes. Reasons for taking potions ranged from curing an illness to securing immortality or trying to induce love. These potions, while often ineffective or poisonous, occasionally had some degree of medicinal success depending on what they sought to fix and the type and amount of ingredients used. Some popular ingredients used in ancient potions were herbs, spices, leaves, roots, animal parts, and minerals. Often times brewers of potions would add these ingredients into wine or beer as a means of ingestion. Ceramics were also a popular vessel for holding potions as well as glass vials and ampoules. While most ancient potions were meant for ingesting there were some exceptions such as hand lotions and ointments. These Potion types were mainly designed for topical use and often contained different ingredients than those found in ingested potions. Ingested Potion recipes were often closely guarded secrets due to their value and because many Potion makers claimed to have magical powers. Over time the field of Potion making has evolved into what we now know as the modern-day pharmacy. Although the Potion industry has changed dramatically since its early beginnings it's safe to say that the idea of taking a magical elixir to fix all ills is still very much alive in our society today. Whether it be a cold remedy, energy drink, or multi-vitamin all Potion users are looking for that little bit of magic in their lives.

Magic Potions have always been a fascinating concept in fiction. The idea of being able to bottle up a spell and save it for later use is extremely appealing. Similarly, the fact that potions can be made and used by people who cannot otherwise use magic is also intriguing. Potion-making takes its power from the ingredients and processes used to create the potion, without requiring active spellcasting. This means that even someone who cannot cast "true" magic can make potions if they know what to mix and how to prepare them. Magic potions are therefore a useful tool for both spellcasters and non-spellcasters alike.

Magic potions have been a part of human society for millennia, with early examples dating back to Ancient Egypt. In more recent times, potions have been used in everything from medicine to cosmetics. While the ingredients and methods used to create potions vary widely, there are some commonalities between them. Generally speaking, a potion's power tends to relate to the rarity and potency of its ingredients; a mix of common bugs and herbs will be effective but not mind-blowing, while the choicest and most powerful potions will require rare and expensive reagents. The relationship between specific ingredients and the potion's effects varies. Sometimes no specific link exists, and the potion will be stated to derive its powers from substances and properties that are present in the materials but not visible to the naked eye. Other times, there is a more direct connection between an ingredient and the effect it produces; for example, a leaf from a particular type of tree might be necessary for a nature-based potion, or the blood of a mythical creature might be required for a potent healing elixir. Whatever the case may be, it is clear that potions continue to hold a significant place in human society.

Shamans, healers, and "herbeiros" engage in dialogue with the plant world, exchanging energy and feelings. Moreover, they learn from the plants about how to use and combine their properties. There's an exchange of communication between different realms. For Froés, shamanism is an ancient art that is well understood by indigenous peoples. Shamans were the first people to speak with plants and they imparted herbology onto the human race. They would have conversations with the plants, asking them questions and thanking them for their gifts. In this way, they learned about which plants were edible, which ones could be used for medicinal purposes, and which ones were poisonous. The shamanic tradition is still alive today in many parts of the world, and it continues to offer valuable insights into the plant kingdom. This is a skill we no longer seek to learn much in our busy lives. More so, the plant kingdoms have chosen to not impart these pearls of wisdom. We are not the most liked species right now due to our destructive natures.

In mythology and literature, a potion is usually made by a magician, fairy, or witch and has magical properties. It is used for various motives including healing. Creations of potions and salves of different kinds were a common practice of alchemy and were commonly associated with witchcraft. ‘Glamorous’ comes from the idea of the ‘glamour’ that witches created to increase beauty through their magic spells and potions. In many cultures, the contribution that women made as healers, seers, and shamans was devalued and denigrated as 'witchcraft'. The study of potions, herbs, and their effects on the human body has led to great advances in medical science. What was once witchcraft is now mainstream medicine. But the allure of the mysterious and magical still lingers. Whether it is the latest miracle skin cream or a cup

of herbal tea, we are still drawn to the idea of using potions to improve our lives in some way.

In our modern world, magic is actually what we now call science.
Just as in ancient times, it is not simply knowing the properties and effects of ingredients that is the key to creating the most effective recipes. A true Potion Master needs to be adept at combining the right ingredients, in the perfect amounts to achieve the best possible results. There is an art involved, a talent that only a few are gifted with. It means the difference between being a somewhat helpful hedge witch … and a talented and effective sorceress of beautiful, healthy skin.

Our decades of experience working in the natural skin care industry, taught us about ingredients, and how they work together. We have combined this knowledge with our own intuition and creativity to formulate unique blends that give you noticeable results. Natural skincare products are not only safe and gentle … they are also powerhouse potions, handcrafted with skill by our very own sorceresses in lab coats! Most products will make you look and feel like the enchanting goddess (or gods) you truly are!

The use of plants as medicines predates written human history.
Archaeological evidence indicates that humans were using medicinal plants during the Paleolithic, approximately 60,000 years ago. (Furthermore, other non-human primates are also known to ingest medicinal plants to treat illness) Plant samples gathered from prehistoric burial sites have been thought to support the claim that Paleolithic people had knowledge of herbal medicine. For instance, a 60,000-year-old Neanderthal burial site, "Shanidar IV", in northern Iraq has yielded large amounts of pollen from eight plant

species, seven of which are used now as herbal remedies. More recently Paul B. Pettitt has written that "A recent examination of the microfauna from the strata into which the grave was cut suggests that the pollen was probably introduced by rodents". The use of plants as medicines continues today; in fact, some estimates suggest that 80% of the world's population still depends on botanical medicines for some part of their primary health care needs. The World Health Organization has even created a list of essential oils which are recommended for use in primary health care settings. Thus, it is clear that the use of plants as medicines is a practice with a long and rich history.

Although **Brewing** is most often understood as making beers and spirits, it must be known that it has its roots in brewing magic potions and spellwork. The first Brewers were ancient shamans and priests who used their knowledge of natural materials and the elements to create concoctions that could heal the sick, bring rain to parched lands, or ward off evil spirits. Over time, this knowledge was passed down from generation to generation, and Brewing became an essential part of many cultures and traditions. Today, Brewing still retains its magical quality, and many people continue to use it as a way to connect with the natural world. Whether you're brewing a simple cup of tea or a complex potion, there's always a little bit of magic involved.

The brewing and fermenting of different food and beverages has a longer history than one might think. Take dairy for example. It's believed that the first yogurts were produced in goat bags draped over the backs of camels in North Africa. The climate there was perfect for fermentation to occur with temperatures around 110°F during the day. dairy fermentation took place naturally due to microflora present in the milk. It's also believed that the first fermented alcoholic beverage was created by brewing a type of honey and

water mixture called "mead". This drink was said to have originated in China around 7000 BCE. Since then, brewing and fermenting has come a long way and there are now many different types of alcoholic beverages that are enjoyed all over the world. From beer to wine to spirits, there is truly something for everyone to enjoy. So next time you Raise your glass, think about how long this tradition has been around and all the people who have enjoyed it before you. Cheers!

The secret to potions and brewing is that it's really the one thing that we can call our own. We created it, and utilize its use free of Gods and Entities. Of course, we fool ourselves into believing that many potions must be blessed by powers to be effective. The reality is that while some might argue that prayers or other forms of requesting aid from Gods can influence the outcome of a potion, it is ultimately us who control the making and using of these concoctions. The fact that we often attribute the successes or failures of our brews to interference from deities only serves to give them power over us. When we step back and realize that it is our own skill, knowledge, and hard work that brings about desired results, we free ourselves from any dependency on the fickle forces beyond our control. Now THAT is true power! Now that I am on the topic, I would like to talk about a little-known power.

Infusing your emotions into your cooking can be very powerful magic that is often overlooked. When you cook with love, happiness, or even anger, those emotions are infused into the food. And when someone else eats that food, they will absorb those emotions as well. This is why it is so important to be mindful of the emotional energy you put into your cooking. If you are feeling angry or stressed, it is best to step away from the kitchen until you are

in a better state of mind. However, if you infuse your cooking with positive emotions like love and happiness, you can literally change the energy of a room and uplift the people who eat your food. So next time you are in the kitchen, take a moment to infuse your dishes with some good old-fashioned magic.

These acts of infusing our emotions into objects culminated with the incantation, directing this force and placing this emotion into objects for specific purposes. An incantation is a magical formula intended to trigger a magical effect on a person or object. The formula can be spoken, sung, or chanted. An incantation can also be performed during ceremonial rituals or prayers. In the world of magic, wizards, witches, and fairies allegedly perform incantations.

In medieval literature, folklore, fairy tales, and modern fantasy fiction, enchantments are charms or spells. This has led to the terms "enchanter" and "enchantress" for those who use enchantments. The English language borrowed the term "incantation" from Old French in the late 14th century; the corresponding Old English term was gealdor or galdor, "song, spell", cognate to ON galdr. The weakened sense "delight" (compare to the same development in Dutch) appears only in 16th-century variants of the word.

An enchantment is generally created by an act of willpower on the part of the enchanter or enchantress, often using an ancient magical formula or spell. It can also be created by a divine being. The act of Perform An Incantation creates an area effect within which one or more creatures are affected by the enchantments upon them. An enchantment typically favors one side in a conflict; usually, this is the enchanter's side. An exception might be made if

the enchantment were placed upon a battlefield by a deity with no investment in either side of the conflict; such an enchantment might impart special strength or agility to creatures on both sides so long as they fought within its area of effect. Many cultures consider it good practice to forbid anyone except priests from performing An Incantation.

Incantations have been used throughout history in different cultures for a variety of purposes. In Babylonian and Mesopotamian cultures, incantations were often used in rituals to burn images of one's enemies. The Šurpu and Maqlû incantations are two examples of this type of Babylonian incantation. In the Orient, charming snakes have also been used in incantations. A person using an incantation would entice the snake out of its hiding place in order to get rid of them. Udug-hul incantations are another example of how incantations have been used throughout history. These incantations were used to exorcise demons who brought misfortune or illnesses, such as mental illness or anxiety, to people. The use of incantations is still present in some cultures today and is likely to continue into the future.

It is interesting to note that the use of magic and words go hand-in-hand. Many people believe that the power of words can influence the universe. In The Magical Power of Words (1968), S. J. Tambiah argues that the connection between language and magic is due to a belief in the inherent ability of words to influence the universe. This belief is likely an extension of man's basic use of language to describe his surroundings. As Bronisław Malinowski noted in Coral Gardens and their Magic (1935), "the knowledge of the right words, appropriate phrases and the more highly developed forms of speech give man power over and above his own limited field of personal action. Over time, this evolved into using specific words for incantations as

part of magical speech which is a ritual act. Therefore, the use of magic almost always involves language - whether spoken out loud or unspoken. Words are frequently used to access or guide magical power. Consequently, magical speech is of equal or even greater importance than the physical act being performed.

It is interesting to think about how potions and incantations have changed over time. In the past, these concoctions were primarily used for medicinal purposes or religious ceremonies. Today, however, pharmacy companies have taken over the role of potion making, creating medications that can be purchased over the counter or by prescription. Similarly, religious leaders now perform many of the incantations that were once used to ward off evil spirits or bring good luck. While the form of potions and incantations may have changed, their purpose remains the same: to improve our lives in some way, whether it be physical, mental, or spiritual. So depending on who is creating your potion, or saying your incantation, it’s important to know their energy as it’s being created. Lest you be given harmful energy by those who do not have the passion or conviction of their work.

Grimoires

Grimoire is a textbook of magic that encompasses different instructions on how to create magical objects, summon supernatural entities, and perform various spells and charms. This book is often believed to be blessed with magical powers. While Grimoire shares some similarities with other sacred texts, it mainly contains unique content such as spells, rituals, and the preparation of magical tools. Grimoire can be traced back to ancient times when people would use this book as a guide to connect with the spiritual realm. In modern-day, Grimoire is still referenced by those who practice magic and mysticism. The appeal of Grimoire lies in its ability to take individuals on a journey beyond the physical world. Grimoires are often written in code or symbols to protect their contents from the uninitiated. The term grimoire is derived from the French word for "grammar," which indicates both its connection to language and its status as a book of secret knowledge.

Ancient magical incantations have been found written on cuneiform clay tablets and other objects dating back to the 5th and 4th centuries BC. These early examples come from Mesopotamia (modern Iraq) and Egypt, two cultures that greatly influenced the development of magic. The ancient Egyptian magical system, known as heka, was modified after the Macedonian invasion in 332 BC. During the following centuries of Hellenistic Egypt, the Coptic writing system evolved and the Library of Alexandria was opened. These events likely had an impact on books of magic, with a trend emerging of more complex spells being written down. The study of magical incantations is an important way to learn about the history and practice of

magic. The ancient Greeks and Romans were not the only ones who believed that books on magic were first invented by the Persians. The 1st-century AD writer Pliny the Elder also claimed that magic was first discovered by the ancient philosopher Zoroaster around the year 647 BC but that it was only written down in the 5th century BC by the magician Osthanes. However, there is no modern evidence to support these claims. The ancient Jewish people were often viewed as being knowledgeable in magic, which, according to legend, they had learned from Moses, who had learned it in Egypt.

Among many ancient writers, Moses was seen as an Egyptian rather than a Jew. Two manuscripts likely dating to the 4th century, both of which purport to be the legendary eighth Book of Moses (the first five being the initial books in the Biblical Old Testament), containing instructions for magical rituals, spells, and conjurations. In addition, several medieval grimoires, or books on magic, contained instructions on how to summon and control demons. Thus, it is clear that belief in magic was widespread in the ancient world and that books on magic were not necessarily invented by the Persians. There is definite evidence of grimoires being used by certain, particularly Gnostic, sects of early Christianity. In the Book of Enoch found within the Dead Sea Scrolls, for instance, there is information on astrology and the angels. In possible connection with the Book of Enoch, the idea of Enoch and his great-grandson Noah having some involvement with books of magic given to them by angels continued through to the medieval period. The story goes that before the flood, fallen angels taught men how to perform all kinds of wickedness, including making magical books and charms. Consequently, when God destroyed the earth with a flood, these fallen angels and their magical grimoires were drowned as well. However, it is said that a few

survived and later passed their knowledge on to other cultures around the world. Whether or not this is true, it is clear that there has been a continuous tradition of grimoire use throughout history.

Israelite King Solomon was a Biblical figure associated with magic and sorcery in the ancient world. The 1st-century Romano-Jewish historian Josephus mentioned a book circulating under the name of Solomon that contained incantations for summoning demons and described how a Jew called Eleazar used it to cure cases of possession. The book may have been the Testament of Solomon but was more probably a different work. The pseudepigraphic Testament of Solomon is one of the oldest magical texts. It is a Greek manuscript attributed to Solomon and likely written in either Babylonia or Egypt sometime in the first five centuries AD, over 1,000 years after Solomon's death.

The work tells of the building of The Temple and relates that construction was hampered by demons until the angel Michael gave King Solomon a magical ring. After that, the king was able to command demons to aid in the construction. The Testament also includes descriptions of various demons whom Solomon summoned and controlled. Some scholars believe that the author of this work drew on earlier Mesopotamian traditions regarding magical practices and beliefs about demonic activity. In any case, Israelite King Solomon's reputation as a sorcerer has endured throughout history.

When Christianity became the dominant faith of the Roman Empire, the early Church frowned upon the propagation of books on magic, connecting it with paganism. The New Testament records that after the unsuccessful exorcism by the seven sons of Sceva became known, many converts decided to burn

their own magic and pagan books in the city of Ephesus. This advice was adopted on a large scale after the Christian ascent to power. In 391 AD, Theodosius I decreed that all pagan temples should be destroyed and their books burned. This action marks the beginning of the end for ancient magic. As Christianity spread throughout Europe, it slowly began to stamp out pockets of magical belief and practice. By the late Middle Ages, magic was largely relegated to the margins of society. While some individuals continued to practice Stealthy arts in secret, mainstream Christianity remained firmly opposed to anything associated with magic.

In the Medieval period, the production of grimoires continued in Christendom, as well as amongst Jews and the followers of the newly founded Islamic faith. As the historian, Owen Davies noted, "while the [Christian] Church was ultimately successful in defeating pagan worship it never managed to demarcate clearly and maintain a line of practice between religious devotion and magic." The use of such books on magic continued. In Christianised Europe, the Church divided books of magic into two kinds: those that dealt with "natural magic" and those that dealt in "demonic magic". The former was acceptable because it was viewed as merely taking note of the powers in nature that were created by God; for instance, the Anglo-Saxon leech books contained simple spells for medicinal purposes. However, books on demonic magic were banned outright because they were associated with heresy and witchcraft. Despite this, many people continued to consult them for guidance on everything from finding lost objects to gaining love and fortune. In this way, the production of grimoires remained an important part of Medieval culture.

Arabic grimoires devoted to astral magic, such as the 10th-century Ghâyat al-

Hakîm, were later translated into Latin and circulated in Europe during the 13th century under the name of the Picatrix. However, not all such grimoires of this era were based on Arabic sources. The 13th-century Sworn Book of Honorius, for instance, was (like the ancient Testament of Solomon before it) largely based on the supposed teachings of the Biblical king Solomon and included ideas such as prayers and a ritual circle, with the mystical purpose of having visions of God, Hell, and Purgatory and gaining much wisdom and knowledge as a result. Another was the Hebrew Sefer Raziel Ha-Malakh, translated in Europe as the Liber Razielis Archangeli. While these grimoires may have varied in their source material, they all provided instructions on how to achieve astral magic.

Christendom during the medieval age, grimoires were written that were attributed to other ancient figures, thereby supposedly giving them a sense of authenticity because of their antiquity. The German abbot and occultist Trithemius (1462–1516) supposedly had a Book of Simon the Magician, based upon the New Testament figure of Simon Magus. Simon Magus had been a contemporary of Jesus Christ and, like the Biblical Jesus, had supposedly performed miracles, but had been demonized by the Medieval Church as a devil worshiper and evil individual.

Similarly, it was commonly believed by medieval people that other ancient figures, such as the poet Virgil, astronomer Ptolemy, and philosopher Aristotle, had been involved in magic, and grimoires claiming to have been written by them were used as textbooks in some Christendom universities well into the Renaissance. However, these attributions were likely due more to the general belief that ancient wisdom was inherently magical, rather than to any real connection between the historical figures and the magical texts

that were written in their names.

The Renaissance was a period of great intellectual and spiritual ferment, and this was reflected in a renewed interest in the occult and magical arts. Alongside this, there was a rise in interest in the Jewish mysticism known as the Kabbalah, which was spread across the continent by Pico della Mirandola and Johannes Reuchlin. The most important magician of the Renaissance was Heinrich Cornelius Agrippa (1486–1535), who widely studied occult topics and earlier grimoires and eventually published his own, the Three Books of Occult Philosophy, in 1533. A similar figure was the Swiss magician known as Paracelsus (1493–1541), who published Of the Supreme Mysteries of Nature, in which he emphasized the distinction between good and bad magic. A third such individual was Johann Georg Faust, upon whom several pieces of later literature were written, such as Christopher Marlowe's Doctor Faustus, which portrayed him as consulting with demons and signing a pact with the Devil. While these individuals were undoubtedly fascinated by the dark side of magic, they also believed that it could be used for good purposes. In their hands, magic became a tool for understanding and manipulating the world around them.

During the medieval age, grimoires were written that were attributed to other ancient figures, thereby supposedly giving them a sense of authenticity because of their antiquity. The German abbot and occultist Trithemius (1462–1516) supposedly had a Book of Simon the Magician, based upon the New Testament figure of Simon Magus. Simon Magus had been a contemporary of Jesus Christ and, like the Biblical Jesus, had supposedly performed miracles, but had been demonized by the Medieval Church as a devil worshiper and evil individual. Similarly, it was commonly believed by

medieval people that other ancient figures, such as the poet Virgil, astronomer Ptolemy, and philosopher Aristotle, had been involved in magic, and grimoires claiming to have been written by them were used as textbooks in some Christendom universities well into the Renaissance. However, these attributions were likely due more to the general belief that ancient wisdom was inherently magical, rather than to any real connection between the historical figures and the magical texts that were written in their names. The most famous grimoires include the Book of St. Cyprian, the Dragon Rouge, the Fourth Book of Occult Philosophy, and the Magus. Other well-known grimoires are the Necronomicon, the Book of Shadows, and the Lesser Key of Solomon. While some grimoires might be used for evil purposes, they can also be employed for good. In either case, they are powerful books that should be treated with caution and respect.

When we think of the few books that have yet to be deciphered, we can also know that their wisdom is within the Collective. Many have already been influential in our growth here in the modern era. Consequently, so have the ones we consider darker writings. However, those of darker arts are generally placed within our self-created collective subconscious. These darker writings particularly affect those that are corrupted, yet still possess a semblance of the capability to comprehend them. I know too well that this goes against many who have fought to keep sacred knowledge controlled. Ancient Groups have implanted the false belief into the collective that only the most educated and scholarly could possibly comprehend these ancient grimoires. While many partake of this ancient wisdom and impart nothing to the collective, I believe that it is our duty to share this knowledge with as many people as possible. After all, it is only through understanding these ancient texts that we can hope to understand the universe itself. Therefore, I urge everyone to open

their minds and hearts to the possibilities offered by these ancient texts. Who knows? Perhaps you will be the one to unlock even greater secrets of the universe.

The hundredth monkey effect is a hypothetical phenomenon in which a new behavior or idea is spread rapidly by unexplained means from one group to all related groups once a critical number of members of one group exhibit the new behavior or acknowledge the new idea. The behavior was said to propagate even to groups that are physically separated and have no apparent means of communicating with each other. Between 1952 and 1953,[i] primatologists conducted a behavioral study of a troop of Macaca fuscata (Japanese monkeys) on the island of Kōjima. The researchers would supply these troops with such foods as sweet potatoes and wheat in open areas, often on beaches. An unanticipated byproduct of the study was that the scientists witnessed several innovative evolutionary behavioral changes by the troop, two of which were orchestrated by one young female, and the others by her sibling or contemporaries. The account of only one of these behavioral changes spread into a phenomenon (i.e., the 'hundredth monkey effect'), which Watson would then loosely publish as a story.

According to Watson, the scientists observed that some of the monkeys learned to wash sweet potatoes, initially through an 18-month-old female member (named "Imo" by the researchers) of the troop in 1953. Imo discovered that sand and grit could be removed from the potatoes by washing them in a stream or in the ocean. Gradually, this new potato-washing habit spread through the troop—in the usual fashion, through observation and repetition. (Unlike most food customs, this behavior was learned by the older generation of monkeys from younger ones.)

This behavior spread up until 1958, according to Watson, when a sort of group consciousness had suddenly developed among the monkeys, as a result of one last monkey learning potato washing by conventional means (rather than the one-monkey-at-a-time method prior). Watson concluded that the researchers observed that, once a critical number of monkeys was reached—i.e., the hundredth monkey—this previously learned behavior instantly spread across the water to monkeys on nearby islands.

We are all connected in Collective Consciousness. Ancient Wisdom and New Consciousness is not lost and doesn't take specific training. We simply have to raise our consciousness to be receptive to the knowledge that is at our disposal.

Siddhi and Yoga

Siddhis are material, paranormal, supernatural, or otherwise magical powers that are the products of yogic advancement through sādhanās such as meditation and yoga. The term ṛddhi (Pali: iddhi) is often used interchangeably in Buddhism. Siddhis are abilities such as flying through the air, walking through solid obstructions, diving into the ground and walking on water. These abilities are achieved by changing one element into another element. For example, an individual can change the earth into the air. The individual must master kasina meditation before this is possible. Siddhis should not be confused with psychic ability or clairvoyance; rather, they are a sign of spiritual progress and mastery. Siddhis are often considered a distraction from the true goal of spiritual enlightenment. However, some Siddhis can be used to help others and should not be ignored. Patanjali's Yoga Sutras IV.1 states that siddhi may be attained through various means, including birth, the use of herbs, incantations, and self-discipline. In the Panchatantra, an ancient Indian collection of moral fables, siddhi is often used to refer to any unusual skill or ability. Patanjali's Yoga Sutras suggest that siddhi may be achieved through a variety of practices, indicating that the term has a broad range of meanings. In the Panchatantra, siddhi usually refers to more specific skills or abilities, such as the ability to charm animals or create illusions. Patanjali's Yoga Sutras suggest that siddhi may be achieved through diligent practice and concentration. Whether referring to a specific skill or a more general ability, siddhi is an important concept in both Patanjali's Yoga Sutras and the Panchatantra. According to different sources, there are eight classical siddhis (Ashta Siddhi) or eight great perfections are: Aṇimā: the ability to reduce one's body to the size of an atom. Mahimā: the

ability to expand one's body to an infinitely large size. Laghimā: the ability to become weightless or lighter than air. “Garimā”: the ability to become heavy or dense Prāpti: the ability to access any place in the world. Prākāmya: the ability to realize whatever one desires. Īśiṭva: the ability to force influence upon anyone. Vaśiṭva: the ability to control all material elements or natural forces.

Yoga is a system of physical and mental practices that was first developed in India. Yoga is based on the premise that there is a relationship between mind and body, and that by practicing yoga, one can improve one's health and well-being. Yoga is divided into four main branches: Hatha Yoga, Raja Yoga, Karma Yoga, and Bhakti Yoga. Each branch has its own distinct practices and goals. Hatha Yoga is the most popular form of yoga in the West and focuses on physical postures and breathing exercises. Raja Yoga is the most philosophical form of yoga and focuses on meditative practices. Karma Yoga is the path of selfless service, and Bhakti Yoga is the path of devotion. There are also many other schools of yoga, each with its own unique approach to the practice. Yoga is an ancient practice that has been practiced for centuries by millions of people around the world.

Yoga’s history is long and full of gaps and uncertainty due to its oral transmission of sacred texts and the secretive nature of its teachings. The early writings on yoga were transcribed on fragile palm leaves that were easily damaged, destroyed, or lost. The development of yoga can be traced back to over 5,000 years ago, but some researchers think that yoga may be up to 10,000 years old. Yoga’s long, rich history can be divided into four main periods of innovation, practice, and development. The first period was the Pre-Classical Yoga Period, which lasted from approximately 5,000 BCE to

200 CE. This was a time when yoga was mostly practiced in forests and temples by ascetics and sages who developed Yoga Sutras - a key text in Yoga's history. The second period was the Classical Yoga Period, lasting from 200 CE to 1200 CE. This was a time when Yoga became more structured and systematized with the development of new schools of thought. The third period was the Post-Classical Yoga Period, lasting from 1200 CE to 1900 CE. This was a time when Yoga began to spread beyond India and became increasingly popular in the West. The fourth and final period is the Contemporary Yoga Period, which began in 1900 CE and continues to the present day. This is a time when Yoga has been adapted and modernized to meet the needs of contemporary practitioners. Despite its long and complex history, Yoga remains a popular practice today because it offers so many benefits to the mind, body, and spirit.

The Linear model of Yoga's development posits that it grew out of Hinduism's Aryan roots. In this view, the Vedas are seen as the origin of all spiritual knowledge. Advocates of this model also tend to support the idea of Indigenous Aryanism. The Synthesis model, on the other hand, argues that Yoga is part of a non-Vedic system that includes Jainism, Buddhism, and the Samkhya school of Hindu philosophy. This view is championed by scholars such as Heinrich Zimmer. According to the Synthesis model, Yoga does not come from Brahman-Aryan sources but rather reflects the cosmos as a whole. Ultimately, both models have their merits and provide valuable insights into the history of Yoga. The Vedas are a collection of texts that were codified between 1200 and 900 BCE. They are the only texts that have been preserved from the early Vedic period. The Rigveda's Nasadiya Sukta suggests an early Brahmanic contemplative tradition. The Atharvaveda and the Brahmanas contain references to yogic practices, primarily related to ascetics on the

fringes of Brahmanism. These texts suggest that the Vedic people were familiar with the practice of yoga and were using it to control their breath and vital energies. The Vedas confirm that yogic practices were being used in India at least 2,000 years ago.

The Vedic pantheon is one of the oldest in world mythology, with roots stretching back to the Bronze Age. The Rigveda, a collection of hymns dedicated to various deities, is the earliest source of information on the Pantheon. The Pantheon is divided into two classes: Devas and Asuras. The Devas are deities of cosmic and social order, from the universe and kingdoms down to the individual. The Asuras are more chaotic forces, often in opposition to the Devas. The Pantheon of the Rigveda is a collection of hymns dedicated to various deities. The Devas, or "shining ones," are one group of deities who are honored in these hymns. The Devas include Indra, the god of war; Agni, the god of fire; Soma, the god of the moon; and Varuna, the god of the sky. Each of these gods has its own unique attributes and powers, and they are all considered to be important in the Rigvedic tradition. The hymns that make up the Pantheon offer praise and thanksgiving to these powerful beings, and they provide insight into the beliefs and values of the Rigvedic people. Asura's are one of the most important Pantheon of the Rigveda. They are known as the registrar of the universe and their duty is to protect truth, justice, and cosmic order. They are also known as the controllers of the elements and natural forces. The Asura have great power and they can use it for good or evil depending on their mood. They are very proud beings and they always want to be in control. They are sometimes friendly to humans but they can also be very dangerous. If you anger an Asura they may use their power to harm you or even kill you. Asura's are not to be trifled with and should always be respected.

If you recall I spoke of a time when the Lumerians began to expand. The Lumerians were the closest thing to Gods on our planet for thousands of years. Some expanded throughout the early Indian territories. They were a Greater Class of Beings all to themselves and would achieve freedom from the material universe after Lumeria's downfall. For the most part, they achieved a civilization that was untouched by The Atlantean Era. They would be the first among us that would connect to the Source of Consciousness and assimilate them into their belief structure. I will not give much on what beliefs they developed, for I think there is still much that needs to be properly translated. Shiva, a well-respected deity is one from the Lumerian Era, but I will say no more. For Muruga - Son of Lord Shiva is where I wish to direct my attention.

Murugan is the Hindu god of war. He is the son of Parvati and Shiva, the younger brother of Ganesha, and a god whose legends have many versions in Hinduism. Murugan has been an important deity in the Indian subcontinent since ancient times, worshipped as Mahasena and Kumara in North India, and is predominantly worshipped in the state of Tamil Nadu and other parts of South India, Sri Lanka, Singapore, and Malaysia as Murugan. Murugan is widely regarded as the "God of the Tamil people". It has been postulated that the Tamil deity of Murugan was syncretized with the Vedic deity of Subrahmanya following the Sangam era. Both Muruga and Subrahmanya refer to Kartikeya. Consequently, Murugan is also known as "Son of Shiva". In some stories, Murugan has also been referred to as Skanda, Kandha or Subramaniyan. According to Hindu legend, Murugan was created by Parvati using her own sweat or sandalwood paste in order to kill the demon Soorapadman. Consequently, Murugan is also known as "killer of

Surapaadman". Murugan's symbols include the rooster, peacock and divine sickle called "Vel". In Tamil Nadu and other parts of South India, Murugan is also popularly known as "Shanmukha", "the six-faced one", a reference to his legend where he was born with six faces. Another name by which Murugan is popularly known in Tamil Nadu is "Swaminatha", "the lord who grants boons", a reference to his role as a guardian deity who hears and grants prayers from his devotees. Murugan's festivals include Thai Pongal when houses are decorated with kolams (rangolis) and Vel () Yoghurt rice () is offered to him. The month of Margazhi (mid-December to mid-January) sees special pujas held for him in temples across Tamil Nadu while Vaikasi Visakam (May–June) commemorates his victory over Soorapadman where milk abishekams are performed on him in temples across Tamil Nadu."

Murugan became interested in Atlantis and connected to the White Magicians who resided there. He helped them to understand the deeper secrets they required to worship the Solar Logo properly. In doing so, he learned much about their culture and their ways of life. He also came to understand the importance of maintaining a balance between the spiritual and the physical world. As a result of his connection with the White Magicians, Murugan became a powerful advocate for their cause. When the Dark Magicians became a dominant power just prior to Atlantis's downfall, the White Magicians understood that earth could no longer protect them. At the time, The Dark Magicians were in alliance with the corrupted entities from the Plane of Dark. They could've been hunted to extinction. Murugan would beseech his father Shiva, and Shiva would beseech upon the Source of Consciousness. The White Magicians were permitted to leave beyond our solar system, where they would find a new home in the Pleiades. Murugan led them into the unknown, for they wouldn't survive without a Greater Being

guiding them. And made give promise to Shiva to return one day when asked. The White Magicians would take on many evolutionary transformations. The Priest Class would loose succeed form and be the Light Beings we know today, the Warrior Class would become lupine-like and a host of other predatory hybrids as they awakened earth DNA within their genes. Today we know these Beings as the Pleiadians and the Nordic Lyrians . The promise to return was made in the earliest Indus Valley societies.

The Pleiadeans led a portion of Collective Beings into the Indus Valley after the Deluge. This was a prosperous and quiet life for a time, eventually, trade would develop between The Persian and Egyptian territories. They were led by Murugan, which was openly known as King of The Pleiadeans from the Pleiades Star Cluster. The early Hindu People possessed special attunements that were developed over time to be able to understand the Pleiadean form of communication. What manifested was The Vedic Understanding, this belief structure would propel consciousness for the first time unaffected and unknown by The Outer Universe. With the Vedic understandings and the Yugas forming, this laid the groundwork for repairing a now damaged Plane of Mind.

The new knowledge brought forth the awareness of Consciousness beyond earthly life. The Yugas taught us of our Spiritual Evolution, which superseded and was of times far before the Earth had a physical form. It has always been these Forms of the Original Root Races that The Holy Alliance has wished to guide into The Collective Consciousness. Whereas it has always been the Beings from The Outer Universe to divide this newly formed consciousness and subjugate them to corruption. The Pleiadeans taught only from what their developed consciousness could, they are disconnected from

the whole of the Universe. An Effect that occurred when they sacrificed Form and have never again taken bodies, they now possess a continuous flow of consciousness without experiences. They are among the few Beings that are of pure light and gave up much of their past by choice, they are now the Guardians of The Infinity Stream. They would later attempt to connect to Gnostic Beliefs and Jewish mysticism.

The Siddhis are a group of supernatural powers that were once much more abundant. However, over the centuries, they became increasingly difficult to achieve. The main reason for this is that the technology and understanding of yoga have changed over time. In the past, Siddhis were often achieved through the use of ancient forgotten arts or other mind-altering substances. However, as our understanding of yoga and the human body has increased, we have become more aware of the importance of a balanced and healthy lifestyle in achieving these powers. The good news is that, although they may be harder to achieve than in the past, the Siddhis are beginning to awaken again in people who are dedicated to mastering the art of yoga. With time and practice, it may once again be possible to achieve these legendary abilities.

Yoga is an ancient practice with the goal of uniting the body, mind, and spirit. When the ability to concentrate becomes sustainable for a longer period of time, the practice of dhyana, or meditation, is achieved. It is in deep states of absorption that yogis can begin to tap into the siddhis, which are the supernormal powers. Yoga masters know though that these kinds of powers are to be transcended and used only insofar as they help further inward exploration - the ultimate goal of yoga. Yoga Powers can become obstacles on the path to enlightenment if they are used to inflate the ego. Pantanjali urges yogis to stay ever vigilant and to check and check again that we are

using the spiritual superpowers to move further inward. Exploring our inner world is the ultimate goal of yoga and the external world is only a tool to get us there.

Clairvoyance is the ability to gain knowledge unbound by the ordinary constraints of space or time and without the use of the ordinary senses. This includes precognition and telepathy. Clairvoyance is a type of extrasensory perception (ESP) that allows Clairvoyants to receive information from sources outside of their five physical senses. Clairvoyance is often used interchangeably with “psychic ability” or “sixth sense,” although Clairvoyance specifically refers to information that is received through extrasensory means. Clairvoyance may also be referred to as “remote viewing,” “out-of-body experience,” or “astral projection.” Clairvoyance is a rare gift that should be nurtured and developed. Some people claim to have natural Clairvoyant ability, while others say that Clairvoyance can be learned through practice and meditation. Whether you are born with it or develop it later in life, Clairvoyance is a wonderful tool that can be used to enhance your life in many ways.

Psychokinesis, also known as mind-matter interaction, is the ability of the mind to directly influence matter. Psychokinesis is a relatively rare ability, but there have been documented cases of people using their thoughts to move objects, bend metal, and even influence the outcome of random events. While the mechanism by which Psychokinesis works is not fully understood, it is believed that Psychokinesis may be mediated by a yet-undiscovered subatomic particle. Some scientists believe that Psychokinesis may eventually be used to levitate objects or even teleport them from one location to another.

Samyana is a meditative practice that is said to result in the development of **knowledge of the meaning of sounds produced by all beings**. This knowledge is said to extend beyond human minds, and include animals, insects, and other species. The practice is said to lead to a form of clairvoyance, or telepathy, known as clairaudience. Clairaudience is the ability to hear things that are not physically present and is said to be a manifestation of higher consciousness. Samyana is said to be one of the most effective means of developing this ability.

Knowledge of previous births and the arising of future births is a power gained through yogic practice. This knowledge is said to be essential for liberation from the cycle of birth and death. Through yogic practice, one gains an understanding of the law of karma and how it operates in their life. With this knowledge, they are said to be able to see the results of their actions and make wiser choices that will lead to a happier and more fulfilled life. Furthermore, this knowledge is said to help them understand the nature of reality and how they can create their own reality through their thoughts, words, and actions. Knowledge of previous births and the arising of future births is a powerful tool that can help anyone who chooses to learn it to create a better life for themselves and all those around them.

The disappearance of the body from view is a result of looking at the body with the inner eye. This is sometimes translated as the power of invisibility because the Sanskrit aphorism contains words suggesting a “suspension of the coarse or limited projection of the body.” But it may also be interpreted as the ability to perceive aspects of the body that are beyond the limited scope of the ordinary senses. For example, some people are able to see auras, which

are said to be invisible fields of energy that surround and interpenetrate the physical body. Others say they can see chakras, which are said to be energy centers located along the spinal column.

Loving-kindness in all, resulting from samyama on friendliness, compassion, or sympathetic joy. This can be interpreted to mean that when one is imbued with joy, that state may induce similar feelings in others. Samyama is a form of yoga that is specifically focused on the mind-body connection. Through this practice, it is said that one can access higher states of consciousness and tap into their true potential. When applied to the quality of friendliness, compassion, or sympathetic joy, samyama can help to cultivate Loving-kindness in all. This Loving-kindness then has the power to radiate out and touch the lives of others, potentially inducing similar feelings of joy. In this way, Loving-kindness can be seen as a contagion of positivity and happiness that has the ability to transform the world.

Knowledge of the outer universe, resulting from samyama on the solar principle, which could include the sun as a planetary body, or the concept of the solar plexus, one of the principal “subtle energy” centers or chakras in the human body. A more detailed translation of this siddhi would require a major diversion into esoteric yogic concepts where aspects of the human body, some physical and others more subtle, are mapped onto aspects of the cosmos. Nevertheless, it is clear that Patanjali is talking about a form of knowledge that goes beyond what is ordinarily available to human beings. This knowledge can only be reached through intense concentration and meditation on the solar principle. It is not surprising that such knowledge would be associated with the sun since in many ancient cultures the sun was seen as a source of great wisdom and knowledge. In yogic terms, this

Knowledge is said to be contained within the solar plexus chakra, which is located just below the navel. When this chakra is stimulated and activated through meditation, it is said to open up a doorway to higher knowledge and understanding. Thus, it seems that Patanjali is hinting at a path to Knowledge that involves tapping into deeper levels of consciousness through the activation of certain energy centers within the human body.

Knowledge of the inner universe, resulting from samyama on the lunar or chandra principle, or the "pole star." As with the previous siddhi, to avoid diverting our attention to esoteric lore that is not within the capacity of science to evaluate, we will confine our discussion to what can be directly observed. Knowledge of the inner universe refers to a deep understanding of the workings of the human mind. This understanding can be used to achieve a variety of goals, including self-mastery, greater creativity, and improved mental and physical health. When we know how the mind works, we can more easily control our thoughts and emotions and redirect our attention to more productive activities. Knowledge of the inner universe also allows us to better understand other people, and to resolve conflicts more effectively. By gaining a deeper understanding of ourselves and others, we can create more harmonious relationships and build a more compassionate world.

There is a lot of debate surrounding the idea of a "siddhi" or mystical power, but at its core, the concept is simply that of exceptional ability or skill. In the yogic tradition, one of the most well-known siddhis is that of **knowledge of the composition and coordination of bodily energies**, also known as samyama on the navel chakra or manipura chakra. This siddhi may be interpreted as an exceptional mind-body connection, or as a self-healing ability. There are many accounts of people who have possessed it. Whether

or not you believe in the existence of such a power, it's undeniable that the mind and body are intimately connected. The underlying principle is that we have the ability to heal ourselves through our own power of the mind.

Liberation from hunger and thirst, through samyama on the throat, is a practice that is known within the Catholic tradition as inedia, or more popularly as breatharianism. The practice of breatharianism is one where an individual lives on breath alone, without food, and in extreme cases, without water. In order to achieve Liberation from hunger and thirst through samyama on the throat, it is said that one must be able to control the subtle energies within the body and learn to live off of them alone. While this may seem like an impossible feat to some, there are those who claim to have mastered the art of Liberation from hunger and thirst through samyama on the throat and no longer require sustenance from solid or liquid forms. If you are interested in Liberation from hunger and thirst through samyama on the throat, it is important to seek out a teacher who is knowledgeable in this practice and can help guide you along your journey.

The vision of higher beings, knowledge of everything that is knowable, knowing of the origins of all things, knowledge of the true self, through samyama on the crown of the head, intuition, the spiritual heart, the self, or the nature of existence. There are many ways to gain knowledge of the true nature of existence. One is through the vision of higher beings. By meditating on the crown of the head, one can connect with those beings who have a broader perspective and greater understanding. Another way is through intuition. By attuning to the spiritual heart, one can access a deeper level of knowledge that goes beyond the intellect. And finally, there is the self. By getting in touch with the true self, we can come to know everything that is

knowable. Each of these methods can lead us to a greater understanding of who we are and what we are here for.

Levitation, or the ability to float or fly, has been a popular topic throughout history. In yoga, it is said that levitation can be achieved through samyama, or the practice of focusing on one object to the exclusion of all others. The object of focus in this case is the feeling of lightness. By concentrating on this feeling, and eliminating all other distractions, it is said that the yogi can achieve a state of levitation. There are many accounts throughout history of yogis who have been able to achieve this feat, and there are even some who say that they have achieved it themselves.

Mastery over the elements is a well-documented ability of advanced yogis and siddhas. It is said that through samyama, or focus, on the elements - earth, water, fire, air, and ether - one can gain control over the matter. This includes the size, appearance, and condition of the body. In some cases, it is even said that they fulfill any desire, or create or destroy material manifestations. While these claims may seem far-fetched to the uninitiated, there are many documented cases of such mastery being achieved. In fact, many modern scientists believe that such abilities are actually within the realm of possibility.

There are many more Siddhis, I wanted to relate to those that have been growing most. There are eight sidhis, which translated mean “accomplishments” or “attainments”. They are: anima, mahima, laghima, garima, prapti, prakamya, ishitva, and vasitva. Maharshi Patanjali wrote about them in his Yoga Sutras as attainments of a Yogi through samyama (drastic contemplative technique). Generally, all yoga systems aim to give the

practitioner control over the body and the mind and ultimately freedom from the cyclic reincarnation of suffering (samsara). There are various techniques taught in different yoga traditions to reach this goal. From my experience with energy and healing work as well as with plant medicine ceremonies, I have found some success working with these attainments.
One of the first stages of working with the Siddhis is what is known as pratyahara which is a transcendental sound known by no bounds. There was screaming from every direction. This is when the practitioner starts to become aware of their own thoughts and desires. I just wish to give a beginning direction, I am currently no master.

Though I do not wish to speak on behalf of the Hindu Pantheon, I will say that they are among the Higher Counsels that believed it was time for such powers to step back for a time, so that humans could develop free of influence. This does not mean that they are not present, only watching as we grow. Hopefully for the best into a universal family. The pantheon has always been a close advisors to humanity, and though their methods may seem harsh at times, their goal is to see us achieve our potential as a species. Though it may seem like they are distant and removed from our day-to-day lives, they are always there, watching and waiting for us to call on them for guidance.

ESP

Extrasensory Perception, ESP, also called sixth sense, is a claimed paranormal ability pertaining to the reception of information not gained through the recognized physical senses, but sensed by the mind. The term was adopted by Duke University psychologist J. B. Rhine to denote psychic abilities such as intuition, telepathy, psychometry, clairvoyance, clairaudience, clairsentience, empathy, and their trans-temporal operation as precognition or retrocognition. ESP is a form of extrasensory perception whereby a person perceives information about future events before they happen (precognition), or about things or events at remote locations (remote viewing). There is no scientific evidence that ESP exists. However, some people believe that ESP is a real phenomenon and that everyone has the ability to develop it. Second sight is another form of extrasensory perception whereby a person perceives information about future events before they happen (precognition), or about things or events at remote locations (remote viewing). Some people believe that we all have the ability to develop ESP and that anyone can learn to use their sixth sense. Others believe that ESP is a natural ability that cannot be learned. Whether or not ESP exists is still up for debate. However, there are many people who believe in its existence and claim to have experienced it firsthand.

ESP, is often studied in laboratory conditions using a pack of ESP cards. ESP cards are simply a deck of cards with different symbols on them - circles, squares, wavy lines, crosses, and stars. There are 5 of each symbol in a pack of 25 cards. In a telepathy experiment, the "sender" would look at a series of ESP cards while the "receiver" tries to guess the symbols. In order to try and

observe clairvoyance, the pack of ESP cards would be hidden from everyone while the receiver tries to guess what symbols are on the hidden cards. Experiments like these were conducted by J.B Rhine and his wife Louisa E Rhine in the 1930s at Duke University in North Carolina.

ESP, or extrasensory perception, is a term used to describe the ability to receive and interpret information beyond the five usual senses. The concept was first coined in 1870 by British explorer Richard Burton, who used it to replace PSI, the 23rd letter of the Greek alphabet. PSI is often used as a blanket term for all psychic abilities, but ESP specifically refers to abilities that are not explainable by our usual sensory input. This can include ESP, where someone receives information through means other than the five usual senses, where someone can accurately interpret this information, and where someone can act on this information in a meaningful way. While there is still much debate surrounding ESP, it remains a fascinating topic of research for scientists and laypeople alike.

The term "psionics" was coined in 1951 by science fiction writer and editor John W. Campbell, Jr. It is a portmanteau of the words "psi" (in the sense of "psychic phenomena") and "electronics". The term was intended to refer to the study and application of paranormal or psychic abilities, such as telepathy and psychokinesis, using principles of engineering. However, the term never gained widespread use, even among academic parapsychologists. In the years after it was coined, it became increasingly evident that there is no scientific evidence for the existence of psionic abilities. Despite this, the term would eventually become associated with a type of speculative fiction known as "psionic fiction", which imagines a world in which psionic abilities are real.

Psionic and extrasensory perception (ESP) would become interchangeable over time. In 1951, Cary Grant starred in the film "I Want to Live!" about a woman on death row who used ESP to cheat on cards. The film popularized the term "extrasensory perception". In 1954, the British Broadcasting Corporation (BBC) produced a radio series called "Meet Mr. Psionic". Psionic abilities were also used in the 1955 film "The Unguarded Moment" starring Esther Williams. The term "psionic" is derived from the Greek word for soul, psyche. Psionics is the science of using the mind to influence matter, energy, space, or time without using any physical means. Psions are people who have latent psionic abilities that can be honed and developed through training. Psions can use their abilities for a variety of purposes, including levitation, telekinesis, clairvoyance, and precognition. Psionics has been a staple of science fiction since the 1950s, appearing in books, movies, television shows, comics, and video games.

ESP is derived from Mind Magic, and can be very different from Ceremonial Magic. ESP is a branch of magic that is focused on the mind, and its power comes from the practitioner's ability to focus their thoughts and intentions. Ceremonial magic, on the other hand, relies heavily on rituals and symbols. While both forms of magic can be used for similar purposes, ESP is often seen as being more versatile and easier to learn. ESP can also be used for more personal goals, such as gaining confidence or improving one's mood. As a result, ESP is increasingly becoming a popular choice for those interested in exploring the magical arts. As such, ESP is an evolved conscious Magic Practice. It is the ability to use one's mind to influence the world around them. This can be done in a number of ways, including but not limited to: telepathy, precognition, clairvoyance, and psychokinesis. While some people are born with these abilities, others must learn how to use them

through practice and study. There is still much we do not understand about ESP, but it has been shown to be a real and powerful phenomenon. As we continue to learn more about the mind and its capabilities, we may someday uncover the full extent of what ESP can do.

Long ago, we developed into two evolutions. One being Conscious Evolution and the other, Mind evolution. This in itself is the cause for much of our confusion when considering what we call Occult and Supernatural phenomena. The consciousness evolved first and is responsible for creation beyond our five senses. The Mind is a more primitive part of our brain and controls things like instinct and emotion, and structure. It's also responsible for things like extrasensory perception, or ESP. Many people believe that the supernatural is simply things that fall outside of the realm of our five senses. However, because the mind is not limited by these same constraints, it's possible that some occult or supernatural phenomena may actually be explained by things like ESP. In any case, the distinction between the two is often blurry, there must be a conceivable comprehension of the two. These distinctions are first noticeable in what we can actually develop (Mind), and what we possess, which we feel we have no control over (Consciousness). As such, I will now present these two forms, starting with Mind.

A **Mind Mystic** is someone who is able to tap into the collective consciousness and make predictions about the future. They may not be 100% accurate all the time, but their insights are often enough for us to believe in their abilities. A Mind Mystic is able to see beyond the veil of time and space and understand the workings of the universe. They often have a deep understanding of the collective consciousness and its role in shaping the future. A Mind Mystic is a powerful asset to any community or society, as

their predictions can help us to prepare for what is to come. A Mind Mystic is someone who is able to tap into the collective consciousness and make predictions about the future. They may not be 100% accurate all the time, but their insights are often enough for us to believe in their abilities. A Mind Mystic is able to see beyond the veil of time and space and understand the workings of the universe. They often have a deep understanding of the collective consciousness and its role in shaping the future. A Mind Mystic is a powerful asset to any community or society, as their predictions can help us to prepare for what is to come. Thank you for your time. They will generally have lifetimes as scientists, technicians, alchemists, and the like. A deeper understanding of the universe is what they desire. This is a knowledge-based understanding of numbers and material truths. They can have lifetimes in astrology, astronomy, and even ancient occult knowledge. But it's only to further structure their overall viewpoints, for they are primarily Logical Beings. When they unlock their gifts, they will acknowledge it as a feeling of being in many ways more evolved than others around them.

Remote viewing (RV) is the practice of seeking impressions about a distant or unseen subject, purportedly sensing with the mind. Typically a remote viewer is expected to give information about an object, event, person, or location that is hidden from physical view and separated at some distance. Remote viewing was originally developed by physicists Russell Targ and Harold Puthoff, parapsychology researchers at Stanford Research Institute, in the 1970s. According to Targ, the term "remote viewing" was first suggested by Ingo Swann during an experiment at the American Society for Psychical Research in New York City. Remote viewing has been used by government agencies and private individuals for a variety of purposes, including espionage, business competition, and psychic detective work. Remote

viewers have claimed to be able to describe targets located anywhere in time or space, including other planets and parallel universes. This is a gift many have had throughout history, it is only now that we have a scientific name for it.

Psychometry is a form of extrasensory perception that allows people to gather information about an object by making physical contact with it. Psychics who practice psychometry claim to be able to detect an object's energy field, which they say contains information about the object's history. While there is no scientific evidence to support these claims, psychics who use this technique say they are able to obtain accurate information about an object's origins and past owners. In some cases, psychics say they have been able to use psychometry to help solve crimes or locate lost objects.

Psychometric Contamination is an evolved form of parapsychology, where now the touch is no longer needed, and many objects within the practitioner's space can have effect and influence. Psychometric Contamination happens when a person's auric field comes into contact with an object that has been psychically imprinted with another person's energy. This can happen without the person being aware of it, and can even happen at a distance. The psychically imprinted energy from the other person can then affect the auric field of the first person, causing them to experience the same emotions, thoughts, or physical sensations as the original person. In some cases, Psychometric Contamination can even lead to psychically transferring memories from one person to another. Although psychometric contamination is not yet widely recognized by science, it is increasingly being studied by parapsychologists as a potential explanation for some paranormal phenomena.

Telepathy, also known as mind reading, is the ability to receive and transmit information from one person to another without using any of the five traditional senses. Telepathy falls under the category of extrasensory perception (ESP), which means that it is a way of perceiving information that is outside the realm of the five senses. Telepathy is often thought of as a "psychic" ability, but it does not necessarily involve any special or supernatural powers. Telepathy simply refers to the transfer of thoughts or feelings between two minds without the use of words or other symbols.

While telepathy is commonly associated with mind reading, this is only one example of what telepaths are capable of. Telepathy also includes the ability to detect the presence of other minds, as well as to influence the thoughts and emotions of others. Telepaths can also use their abilities to control Psychic energy, which can be used to strengthen their own powers or even gain new ones. The potential applications of telepathy are vast and still largely unknown. Telepathic abilities are highly prized by both individuals and organizations, as they offer a unique way to communicate and interact with others.

Precognition, or the ability to see events that will happen in the future, has been a subject of interest for centuries. Some people claim to have Precognitive abilities, and there are many documented cases of Precognition throughout history. While Precognition is often associated with psychic abilities, it is important to note that Precognition is a faculty of the mind, and does not require any paranormal abilities. Precognition is also different from Prophecy, in that Precognition deals with specific events, while Prophecy is more general. Precognitive visions are also subject to change, as knowledge

of the future can alter the future itself. Despite these limitations, Precognition can be a useful tool for understanding possible futures and making decisions accordingly.

Retrocognition is the ability to see and recall events that have happened in the past, even if they are obscure or intricate. This ability shows who did what at that particular time, similar to the psionic/extrasensory ability of Clairvoyance. Retrocognition can be spontaneous, or it can be triggered by entering a trance state. In a trance state, the user may see and hear a past event that they were involved in, or an event that happened to someone in their lineage. Retrocognition can be used to recall any event that happened in the past, regardless of its significance. This ability can be helpful in solving crimes or understanding historical events. It can also be used for personal growth, as it can help people to understand their own past and make peace with it. Retrocognition is a powerful ability that should be used with care and respect.

Intuition is the ability to understand something instinctively, without the need for conscious reasoning. It is a form of intelligence that goes beyond the strictly logical and rational mind, instead tapping into the more creative and imaginative parts of the brain. Intuitive thinkers are often able to see the big picture and find creative solutions to problems. They are also able to quickly understand complex systems and how they work together. Intuition is a powerful tool that can be used in many different areas of life, from making everyday decisions to solving complex problems. When used properly, it can help us to achieve great things.

A **Conscious Mystic** is someone who seeks to understand and evolve

consciousness beyond the constraints of the physical realm. Conscious Mystics are defined as someone who endeavors to gain direct experience of, or intimacy with, God, the Ultimate Reality, or the Absolute, through contemplation, introspection, meditation, or prayer. A conscious mystic views anything that happens in the future as truly un-determined and everchanging. They believe that it is important to educate others about self-development and past conscious evolution in order to help prevent any possible future dangers in current conscious evolution. A Conscious Mystic will never give a pre-determined event for the pure reasoning that these events are truly undetermined. Anyone who has been to a psychic and changed the outcome of the reading will understand this. Consciousness does not deal with future events, it views only what is. Consciousness can observe what was, in determining what is in the now. It can look at “possibilities” of what may come when determining these factors but knows that these factors are everchanging. These abilities are considered a higher form of psychic ability, they can be of powers one has awakened in a prior life. These are powers which will be unlocked through those that are stated above. Should they evolve into greater consciousness, the next three powers will manifest. They are then considered a Greater Being within the Conscious Collective.

Clairsentience is the ability to receive information from the spiritual realm through sensing and feeling energies. Clairsentients are able to understand other people’s feelings by tuning into them, which is commonly known as telepathy. Clairsentients may also serve as mediums for people to connect to their deceased family members. They act as sensory receptors from the spirits outside the world to humans by using impressions and emotions. These people can also get another person’s feelings and emotions, enabling them to help in solving problems being encountered and further help in making a

decision. Clairsentience is a powerful ability that can be used to help oneself and others. Clairsentience will be considered different from Empathy, which will be covered in the next chapter.

Clairvoyance is the ability to gain information about an object, person, location, or physical event through extrasensory perception. It is the power or faculty of discerning objects not present to the senses. Clairvoyant people are able to perceive matters beyond the range of ordinary perception, such as the future. This ability is often associated with fortune-telling, as clairvoyants can use their gift to glimpse into a person's future. Clairvoyance is a psychic ability that is relatively rare, but those who have it often find it to be a valuable asset. Clairvoyants are able to provide insights and advice that other people would not be able to obtain, and they can often help people to make important decisions about their lives. While some people may be skeptical of clairvoyance, there are many who believe that it is a real and valuable ability. Clairvoyance is an intriguing phenomenon, and its study can provide insights into the workings of the human mind.

Clairaudience, also known as "clear hearing", is the ability to hear sounds that are not audible to the normal human ear. Clairaudience may be used to hear distant sounds or to hear sounds that are beyond the normal range of human hearing. Clairaudience may also be used to hear psychic or spiritual levels/beings. In addition, the user could psychically perceive voices and other sounds from past events, future events, or locations currently beyond hearing range. Furthermore, Clairaudience may permit the user to perceive voices from disembodied spirits and other extradimensional entities. Users could even psychically receive auditory sensations (earache, sudden

heightened hearing volume or range, sudden deafness, ringing in the ears, etc), with the presence of psychic energy. Clairaudience is a powerful ability that can be used for many purposes.

It will always be our prerogative to fall short and disbelieve in these abilities. Through a lifetime of turmoil or corruption, we (or any of our reflections co-existing within the universe) can lose sight of our powers. But these powers can manifest in positive and negative ways. Pessimism will either bring forth what you fear, or you will only see the negativity constantly and become consumed that this is reality. And so, even if you possess such powers they will be utilized dependent upon your state of consciousness. It is also important to know that we can possess any variety of these powers unless a strong effort was made to completely harness one. In which case that power will become our lifeline throughout our lifetimes, and would manifest even at birth. Many of these powers can manifest through Chakra Awakening, and there are many schools that I encourage you to further explore. Although I do go over my own form of technique in my book **Universal Consciousness, Ultimate Guide**, I know that is but one path in hundreds.

Empaths

An **Empath** is someone who is highly tuned into the energy and emotions of the people and world around them. The term empathy is derived from the word empathy, which means the ability to understand and share the emotions of another. An empath goes beyond this definition by being so attuned that they can absorb the energy of others without proper boundaries in place. This can be immensely overwhelming for an empath. Other personality traits of an empath include being sensitive, loving, and having fine-tuned intuition. However, without proper care, an empath can become an emotional sponge, absorbing the negativity and stress of the world around them.

Empathy is the capacity to understand or feel what another person is experiencing from within their frame of reference. In other words, it is the ability to see things from another person's point of view and to understand their feelings. Empathy is a complex, multi-faceted phenomenon that has been the subject of much debate among psychologists and philosophers. There are three main types of empathy: cognitive, emotional, and somatic.

Cognitive Empathy, also known as perspective taking, is the ability to understand another person's thoughts and perspective. **Emotional Empathy** is the ability to share another person's emotions. Somatic empathy is the ability to feel another person's emotions in one's own body. **Spiritual Empathy** is the ability to empathize with someone's innermost being. Empathy is a powerful tool that can be used to improve communication, build relationships, and resolve conflicts. When we empathize with others, we are able to see things from their perspective and understand their feelings. This

understanding can lead to more effective communication and deeper relationships. Empathy is also an important tool for conflict resolution. When we take the time to empathize with others, we are more likely to find common ground and come up with creative solutions that satisfy everyone involved. Empathy is a complex phenomenon with far-reaching effects. By understanding and utilizing empathy, we can improve our lives and our world.

The term “empath” has become popular in recent years as more and more people seek to understand their own sensitivities and experiences. While some claim that everyone is an empath to some degree, others argue that being an empath is a rare gift that should be cherished. However one feels about empathy, there is no doubt that it is a complex phenomenon with far-reaching implications. For better or for worse, empathy seems here to stay. pop psychology in recent years. Empathy is the ability to understand and share the feelings of another. It is a normal component of human development and plays an important role in our social lives. Empaths are people who have a heightened sense of empathy. They can feel the pain of others very deeply, and this can be both a blessing and a curse. On the one hand, empaths are very compassionate people who are able to offer support and comfort to others. On the other hand, they can also be easily overwhelmed by the emotions of others, which can lead to anxiety and depression. Empaths often need to take care of themselves emotionally and mentally, as they are very sensitive people. Empaths can make great friends, family members, and partners because they are usually very caring and understanding people. However, it is also important to remember that they need to take care of themselves first and foremost. If you are in a relationship with an empath, it is important to be patient and understanding. Empaths can

be great people to be around, but it is important to remember that they need some extra care and attention.

What I am about to say, many do not know or have not found a way to properly verbalize. The truth is that a **True Empath** is a very rare event. This is clearly realized through the uncontrolled powers they possess. They were once of a Greater Being status and through some event fell from the conscious path. They are now moving throughout lifetimes attempting to cleanse themselves. All energies now bombard them as Chaos is seeking to corrupt the truths they have once realized in previous lives. The empath must now contend with the never-ending cycle of pain and suffering in an attempt to remember who they truly are. The good news is that as difficult as it may seem, the empath can use their past lives to gain back the knowledge and strength they once had. The more they remember, the closer they come to becoming a Greater Being once again. Greater Beings are closely connected to all consciousness and can influence civilizations in many positive ways. This is contorted in the powers that True Empaths wield, for they are flooded with all conscious and unconscious people. But generally, a True Empath is most susceptible to the pain and suffering of an unimaginable level. This is how Chaos attempts to break the once Greater Being.

As the True Empath attempts to understand this through the constant emotional onslaught, they tend to think that avoiding negativity will somehow ease their existence. This concept will many times affect others into believing themselves Empathic, and this influence can affect thousands of other beings through connection. Though this concept is not necessarily negative, it does have the ability to hinder other beings' conception of truth within themselves.

Because the True Empath is seeking to find the answer to what they conceive is a hindrance. They suffer primarily from an internal struggle. True Empaths will almost never call themselves An Empath, even if they associate with others that do. A True Empath knows that there can never be freedom from feeling pain and suffering by simply creating a positive surrounding lifestyle. For even being free of all devices and conditions, the suffering even on the entire planet can still be felt. Only through truthful realization can the True Empath be freed. The many people that call themselves Empaths, are either affected by a True Empath, or possess a form of ESP (psychic ability) and have chosen to avoid negativity. Yet we also know many who claim to not want negativity in their lives, yet it seems to surround them constantly. These realizations are for each individual to seek.

Another indication that Chaos may be attempting to harm those that call themselves empaths is that you need time to recharge yourself. Empaths are often introverts, needing ample time to recharge and restore their energy if they feel drained by others. This goes back to that tendency to isolate. While there's nothing wrong with giving yourself time to recharge, too much time alone can have a negative impact as well, making it important for empaths to learn how to protect their energy. If you're feeling drained, it's a good indication that Chaos is seeking to corrupt you. A Conscious Being has a never-ending supply of energy always in a continuous flow. This is a false reality that is seeking to isolate you from The Source of Consciousness and The Universal Mind. This does not mean that Empaths are bad people in anyway, many have harnessed whats left of their ability and have helped the world tremendously with the gifts. Yet their a very thin line between achieving freedom and falling into spiritual entrapment. The latter end of this

will be discussed now, though I caution that many will disbelieve what will be said.

A **Psychic Vampire** is an entity that feeds off the "life force" of other living creatures. The term can also be used to describe a person who gets increased energy around other people but leaves those other people exhausted or "drained" of energy. Psychic vampires are represented in the occult beliefs of various cultures and in fiction. Terms used to describe the substance or essence that psychic vampires take or receive from others include energy, qi (or ch'i), life force, prana, and vitality. Many people believe that they exist and that they can be a problem for those who are around them. If you think you may be dealing with a psychic vampire, there are some things we instinctively do, as we believe that we are protecting ourselves. First, we try to avoid being around them as much as possible. Second, if we must be around them, we try to stay calm and focused so that they don't drain our energy. Finally, if we start to feel drained after being around someone, we eventually take some time for ourselves to recharge. Again, it is when we "seek" to recharge that we become infected. Accepting that you "need" to recharge is a false understanding, Conscious Beings have at their disposal an unlimited energy supply, the concept of needing to recharge is a lie that we have been influenced to believe. I can not state this enough. In realizing these beings and entities, it’s not what is said from them that needs to be understood, but what surrounds them that needs to felt.

Emotional Vampires are people who have personality disorders that make them difficult to be around. They are often considered to drain emotional energy from others. American author Albert Bernstein uses the phrase "emotional vampire" to describe these people. Emotional vampires typically

have one or more of the following personality disorders: narcissistic, borderline, histrionic, antisocial, or paranoid. These disorders can make it difficult for emotional vampires to maintain healthy relationships with others. They may be overly needy, demanding, and self-centered. Emotional vampires may also be manipulative and controlling. They may try to control others by making them feel guilty or by playing on their fears. If you know someone who you think is an emotional vampire, it is important to set boundaries and protect yourself from their negativity.

Energy Vampires are people who drain your energy, leaving you feeling exhausted and depleted. They can be negative and pessimistic, always focusing on the negative aspects of life. Energy vampires may also be manipulative and take advantage of others. They might be excessively needy, always looking for attention and validation. Energy vampires can make you feel drained, anxious, and depressed. If you find yourself feeling this way after spending time with someone, they might be an energy vampire. While it's important to be mindful of the people in your life who might be Energy Vampires, it's also important to remember that these are just metaphorically. Energy Vampires can actually feed off your energy in a supernatural way, but this is only if you allow them to do this. They're just people whose influence leaves you feeling drained when you fall into believing their stories. So don't worry about them actually sucking the life out of you, just remember that their story is of their own design, and for their learning, not yours.

On many occasions, those that have fallen into understanding that they have become dependent on others' energy will seek to correct themselves. Nothing is forever, however, those who misperceived them as they were, have already decided to avoid them. It is important to know whether you identify yourself

as an Empath or a Psychic Vampire that both stand the potential to disconnect you from the truth of consciousness. Consciousness is one, and when you manifest the concepts of oppositions in people, places, or items, you in turn place yourself apart from the very universe. I realize this goes against many forms of thought, yet is our dilemma to evolve past within the conscious collective. Those that feel this truth in their heart will understand.

Going back to Empathy, it is a very real human quality that we all possess to different degrees. It is the ability to recognize, understand, and share the thoughts and feelings of another person, animal, or fictional character. Developing empathy is crucial for establishing relationships and behaving compassionately. It involves experiencing another person's point of view, rather than just one's own, and enables prosocial or helping behaviors that come from within, rather than being forced. Being Empathic is good quality and those who have it to a great degree are very loved among our civilizations. There is no need to define them as Empaths, just simply beautiful Humans.

Some surveys indicate that empathy is on the decline in the United States and elsewhere, findings that motivate parents, schools, and communities to support programs that help people of all ages enhance and maintain their ability to walk in each other's shoes. Empathy fuels compassion which in turn can lead to altruistic or selfless behavior - something we see too little of in today's society. Whether it's comforting a friend who is going through a tough time, volunteering at a soup kitchen, or simply lending a listening ear, showing empathy can make a world of difference in someone else's life - and often our own as well.

Light Worker

A **Light Worker** is someone who devotes their life to being a bright light in the world. They understand that their actions (no matter how big or small) have the potential to raise the vibration of the planet. A Light Worker's soul is awake—conscious that their presence matters—and they are part of something that is bigger than them. A Light Worker is someone who makes a conscious decision to answer the call of the Source (light) over the call of the ego (fear). There are two types of energy on this planet: light and dark. Light energy is unlimited and comes from the Source. It’s high vibrational, expansive, positive, and full of love. On the other hand, dark energy is limited and comes from the ego. It’s low vibrational, constrictive, negative, and full of fear. Light Workers are here to help shift the planet from a low vibrational state to a high vibrational state by anchoring in light and love. In other words, they are here to help raise the consciousness of the planet. By doing so, they assist in creating a more loving, kind, and peaceful world for all. They purely work in the Planes of Light and Dark and do not focus beyond, as in Chaos and Order. You can justly say that they are seeking to cleanse on a planetary level.

Lightworkers are those who work with the light in their lives in every way. They show up in the world as a beacon of hope and guidance, especially in dark times. Lightworkers help to shine a light on the darkness, whether it be a global pandemic or something as personal as the loss of a job or a relationship. In the energy world, "darkness" isn't necessarily sinister or evil — dark energy often refers to thoughts and actions rooted in ego, fear, and scarcity mindset, like settling for an unfulfilling job or relationship because

you're too scared to go towards what you truly want in life. Dark energy promotes competition and separateness, dividing us from one another. It leads us further away from our true nature as Light Beings. Lightworkers help to dispel the darkness by anchoring in the Light, which promotes love, abundance, unity consciousness, and connection to All That Is. When we work with lightworkers, we are reminded of our own divine nature and potential. We are able to see that we are not alone in this world — we are all connected, and we all have the ability to shine our light brightly.

There are said to be six types of Lightworkers. These are Healers, Lightkeepers, Gatekeepers, Transmuters, Messengers, and Path-Guides. Each type has a unique role to play in the world. Healers use their compassion and empathy to help others heal from their wounds. Lightkeepers work to raise the vibration of the planet by anchoring light in the physical world. Gatekeepers hold the space for others to do their work by clearing energy blockages. Transmuters help to release old patterns and beliefs that no longer serve us. Messengers act as channels for guidance from higher realms. Path-Guides show us the way forward on our spiritual journey. They all have a role to play in the great unfolding of this human experiment. There is no hierarchy among the six types of Lightworkers – they are all needed and they are all equal. Whether you consider yourself a Lightworker or not, know that you are playing an important part in this grand cosmic story.

Lightworker Healers are those that have chosen to help humanity, animals, and the planet heals in one form or another. They come with huge hearts and are very kind, gentle, and compassionate. Most of these healers have strong empathy and are highly sensitive people because it takes someone who can feel the pain of others to heal them. And sometimes, being in the presence;

being near the energy field of a healing lightworker is enough to heal a person. A Lightworker's mission is to help people and animals feel better. They are here to help humanity heal from pain and suffering. Lightworkers are special people that have a gift that not everyone has. They should be respected for their gift and appreciated. Being a Lightworker is not an easy job, but they make it look easy because they have so much compassion for others. If you know a Lightworker, be sure to let them know how much you appreciate them!

Lightworker Lightkeepers are here to embody the light and to retain a higher vibrational frequency and presence, no matter the external circumstances. Lightworkers uplift and support humanity in the unfolding awakening process. Most of them are comedians, motivational speakers, spiritual teachers, celebrities, or even local grounded individuals who you feel comfortable leaning on. Lightworkers help bring hope during tumultuous and chaotic events by simply being present and shining their light. They help inspire others to keep going when things seem tough. If you feel drawn to someone, it could be because they are a Lightworker! Trust your intuition and feel free to reach out for support. We all need a little help from our Lightkeeper friends sometimes.

Lightworker Gatekeepers are here to guard and work on the different energy portals of the planet. They can generally be born in the vicinity of these power spots or will find their way to one throughout their life. Energy portals are specific places on the planet where the veil between the physical realm and the spiritual realm is very thin, and energy can flow in and out. These are places of heightened spiritual and metaphysical activity. The energy system of a gatekeeper allows energy to come in or go out into the

other worlds. A gatekeeper may have a sudden nudge to visit an energy portal, and they may not even understand why. Gatekeepers are here to protect these portals from negative energies and entities that would seek to exploit them. They also work to keep the balance between the spiritual and physical worlds. Gatekeepers are an important part of keeping the planet safe for all forms of life.

Lightworker Transmuters play an important role in helping to keep the world in balance. By diving into negativity and releasing their light, they help to neutralize the darkness and restore harmony. Transmuters also work on behalf of the collective consciousness of humanity, clearing away past karma and helping to raise the vibration of their entire ancestral line. As we move through these times of great change, Transmuters will continue to be a vital force for good, helping to bring about a more peaceful and harmonious world.

Lightworker Messengers play an important role in the spiritual awakening process. By sharing messages from the Divine, Angels, Ascended Masters, Galactics, and their Higher Self, they help people to better understand what is happening to them and why. In doing so, Messengers help people to navigate the often confusing and challenging landscape of spiritual growth. In addition to sharing messages, Messengers also provide guidance and support to those who are seeking to awaken spiritually. By offering insight and information, Messengers help people to find their way on this journey of evolution. Ultimately, Messengers serve as a valuable resource for all who are seeking to awaken spiritually.

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Lightworker Path-Guides, also known as Wayshowers, play a vital role in the Lightworker community. These are the people who embody the ascension process and live their lives in the most authentic way possible. Path-Guides always keep the highest interest of all beings in mind and live awakened and inspired lives. What's more, these amazing people usually don't even realize they are serving humanity in some capacity. All Path-Guides do is life in resonance with their truth and the teachings other Lightworkers share with the world. They are the ones that always have the right thing to say to us when we feel lost in any part of our lives. Path-Guides are at the heart of the Lightworker community. It is their light that inspires and motivates other Lightworkers to keep doing what they are doing - because they know that it is still good in the world that needs their light. When other Lightworkers look at Path-Guides, they are reminded of what really matters. And that is what makes Path-Guides so special.

Although these six make up the base of the Lightworker Community, there are many other types of Lightworkers in and out of manifestation. And there are no set guidelines for a Lightworker being defined as a singular ability. The other types are Unifiers, Ascension Guides, Manifestors, Dreamers, Divine Blueprint Holders, and Seers. They may eventually diminish as we awaken collectively and drop our definitions of one another. The greatest thing about the Lightworker Community is that it allows for many forms of spiritual expression and growth. Though many Lightworkers may feel that

they have always been here, this is not the case. In truth, this is a growing conscious community that we have collectively manifested. It does not have a rigid adherence to a religion or belief structure, this could either be because it is still manifesting or the Greater Beings seek to actively keep it in the Sub-Planes of Postulation.

What many Lightworkers must come to understand is the internal working of Light and Dark. The very ***1st Absolute Law states There is only the Absolute. Though dark we may perceive, but what we perceive must be known for its Truth. The Absolute is all, and thus before this Known Universe came into manifestation The Absolute was.*** This is the essence and knowledge of Dark, it is one with The Absolute, as well as Light. Time and Space manifested simultaneously and were officially brought forth into this physical realm. They began structuring and recording these seedlings soon to become life. The intensive mixtures of these molecules began structuring Chaos. Thus, Chaos was brought back into Absolute Law when Order was born.

When light manifested into the physical realm from this ever-growing heated mixture, Light and Dark were brought into manifestation. Light follows the trail laid out by Time and Space, while Dark exists beyond where light touches. True Dark cannot be seen through physical means, it is of Consciousness and therefore only Consciousness may perceive it. It is a Plane that exists as an undercurrent to Light. Dark is a Plane of worm-like connecting spirals that reach upward to touch the center of the Plane of Light to hold it in place. These places have been theorized as “Worm Holes”, though we have yet to fully realize them yet.

These Oppositions would begin the processes of what we have come to know as our Universe. These are times past when Dark was purely of The Omnipotent Design. Dark resided in only Consciousness unlike Chaos, which resided in The Outer Universe. Dark's initial place within this design was to extremely intensify these awakening seedlings and spray them forth into the birthing of Galaxies. Thus, the Universe ignited in not a singular bang, but a multitude of flowerings much like that of a field producing random flowers. All Galaxies possessing a proportionate Dark Center we have come to know as "Black Holes". Dark maintains Lights expansion, thus giving it Form. (We alone within this Universe are reawakening to this through our extensive realizations. Current Cosmic theories are having a complicated time understanding how some Galaxies appear to have existed beyond our current age of the universe).

Once The Outer Universe broke into the Plane of Dark, it affected it. We now exist with two fractions of The Plane of Dark. Lightworkers must come to realize that the Dark is a place of balance and harmony with Light and the universe as a whole. The Dark that is considered negative can be cleansed, but not in many situations should be removed. Because this will of course cause more imbalance. Coming to know Dark for its truth is what will be needed. I realize also that there is a growing community that seeks to create a realization where Lightworkers and Darkworkers are simply a balancing of each other. Yet the two could not be more different from one another in their end goals. We must come to realize that the opposition of Light and Dark is only of design, they both are in truth one in Source, one in consciousness, and one in life's expansion.

Spiritual Powers

Spiritual Powers are the ability to control supernatural forces, including ghosts, demons, or other astral plane entities. This includes the Elementals of the prime four elemental planes. This is most commonly associated with the Spiritualist. Yet Spiritualists must channel the energy of the astral planes into the physical world, using it to power their spells and abilities. This energy can also be used to create protective wards or to banish creatures back to their home plane. Spiritualists who have mastered their powers can even travel to other planes of existence or commune with the spirit realm. There are many potential uses for spiritual powers, making them a valuable asset for any adventurer. The pure realization of the multitude of abilities associated with using Spiritual Powers is reserved for the very few Conscious Beings that have amassed this truth. Whereas a Spiritualist must perform rituals and cast spells to achieve these effects, a Perfected Being does all these feats through direct control.

Perfection is often thought of as an unattainable ideal, but for some theologians, it is a very real concept. Perfection, as defined by these individuals, is "that which no greater can be conceived". In other words, it is the highest possible standard that one could imagine. This standard may be different for different people, but the idea is that there is always room for improvement. For example, someone who is perfect in terms of physical beauty may not be considered perfect if they do not have inner beauty as well. Perfection is thus a subjective concept that depends on the individual's standards. Nevertheless, the idea of a Perfected Being is an intriguing one, and it raises several interesting questions. For instance, what would such a

Being be like? What traits and capabilities would they have? And is there only one way to be perfect? These are all valid questions that deserve careful consideration.

The oldest definition of "perfection", fairly precise and distinguishing the shades of the concept, goes back to Aristotle. In Book Delta of the Metaphysics, he distinguishes three meanings of the term, or rather three shades of one meaning, but in any case three different concepts. That is perfect:

1. which is complete — which contains all the requisite parts;
2. which is so good that nothing of the kind could be better;
3. which has attained its purpose.

The first of these concepts is fairly well subsumed within the second. Between those two and the third, however, there arises a duality in concept. This duality was expressed by Thomas Aquinas, in the Summa Theologica, when he distinguished a twofold perfection: when a thing is perfect in itself — as he put it, in its substance; and when it is perfect in respect of its order to something else — as he expressed it, in its accidents. The first of these he called absolute perfection; the second, relative perfection. Aristotle's definition of perfection has been controversial from a theological standpoint because it does not take into account the idea of God as a perfect being.

Truly the concept of God's perfection is subjective in our historical and religious documents. In the Bible, there are many examples of God being perfectly just, loving, and good. However, there are also examples of His wrath and vengeance. In the Quran, Allah is often described as merciful and

compassionate, but there are also verses that describe Him as harsh and unforgiving. Because our understanding of perfection is so relative, it's impossible to say definitively whether or not God is perfect. And yet, many people continue to believe in a perfect God because He represents their ideal of perfection. Whether or not He actually exists is irrelevant; what matters is that He represents the highest standard to which we believe we can aspire.

Perfectionism, in psychology, is a broad personality style characterized by a person's concern with striving for flawlessness and perfection and is accompanied by critical self-evaluations and concerns regarding others' evaluations. Perfectionism drives people to be concerned with achieving unattainable ideals or unrealistic goals that often lead to many forms of adjustment problems such as depression, anxiety, OCD, and low self-esteem. These adjustment problems often lead to suicidal thoughts and tendencies and influence or invite other psychological, physical, social, and further achievement problems into an individual's life. Perfectionism can be seen as a fruit of anxiety and go hand-in-hand because the need for perfection creates anxious feelings when things are not going "perfectly." Perfectionists see any mistakes as unacceptable which then leads to negative attributions about themselves. Perfectionism has shades of gray and comes in different forms such as self-oriented perfectionism, other-oriented perfectionism, socially prescribed perfectionism. It is best conceptualized as a multidimensional and multilayered personality characteristic. Perfectionism is not a new concept; it has been around for centuries and has been noted throughout history by thinkers such as Aristotle and Confucius. However, it was not until the late 1970s that psychologists began to study perfectionism as its own unique personality style. At first, some psychologists thought that there were many positive aspects of perfectionism; however, they have since realized that

perfectionism often has more negative than positive consequences. Perfectionists are never satisfied with their accomplishments and are always setting higher and higher standards for themselves that are often unattainable. This constant striving for excellence can lead to frustration, disappointment, disillusionment, and even despair when Perfectionists inevitably fall short of their lofty goals. In addition to the personal costs of perfectionism, there are also societal costs. Perfectionism is often lauded as a positive trait in our culture; however, it can have deleterious effects on both individuals and society as a whole. For example, the pressure to be perfect can lead to academic cheating or cutthroat competition in the workplace. It can also promote an unhealthy preoccupation with an appearance which can lead to eating disorders or body dysmorphic disorder. The costs of perfectionism are clear; however, there are ways to prevent its harmful effects. First, it is important to be aware of the signs of perfectionism such as all-or-nothing thinking, black-and-white thinking, chronic procrastination, difficulty making decisions, difficulty delegating tasks, constant doubting of oneself, emotional reactions to perceived failures or mistakes, fear of failure or making mistakes, high standards for oneself and others, inflexible thinking, obsession with details, overthinking everything, persistent thinking or worrying, rigidity, and self-criticism. You don't have to be perfect to be happy; remember that imperfections are what makes us human!

With a further understanding of perfection, we must now look for another means to define God as perfect. Even this may not be within our range of full comprehension, for we may end up concluding that God (as we conceive him) is not perfect. However, when considering Aristotle's 3rd definition of a Being that has attained its purpose. We can now at least begin to piece together what a Perfected Being is. A Being that has attained its purpose is

one that is in harmony with itself and its environment. It is at peace and in balance. Such a being would have no need or desire to change anything about itself or its situation. It would be content and fulfilled. This is the meaning of true perfection. And it is an ideal that we can strive for in our own lives. By perfecting ourselves, we can begin to perfect the world around us. As we perfect ourselves, we can create more Perfect Beings and Perfect situations through a path that can be learned. This is in fact what past Perfected Beings did. Though I realize I have never made this information known, I feel its place is now here for our realization.

A **Perfected Being** is a consciousness that has attained its purpose given to us from the Omni-Conscious. Through the many experiences and conditions spread out through many lifetimes, as well as the many fragments of its original seed, it has amassed these experiences into a singular collective realization of Absolute Truth. This newly formed Absolute Truth has been amassed with new realizations, through these experiences they further the Omni-Consciousness's understanding which it can now reflect into future conscious growth. Though all Conscious Beings participate in this conscious growth, a Perfected Being unlocks new realizations into Absolute Truth which is specific to their personal experience here in the universe. Much like the lower levels of consciousness, Superior, Greater, and Awakened, these Beings have controlled their reincarnations here in the universe. Harnessing and experiencing all that they deeply desired to know, they developed a truth that will assist in our evolution and move us into a deeper stage of spirituality. Their realizations of conscious expansion as it pertains to our universe are fully conceived, as well as our part in its co-creation. As so, a Perfected Being does not just command all of Creation, Creation actively manifests to fit the Perfected Being's experiences within existence. They truly

have no needs or desires, for all of conscious life honors them by providing abundance. We can only know what powers they truly posses in considering our past Perfected Beings.

Elemental Command, or the ability to create, shape, and manipulate elements, is one of the most versatile and powerful abilities in existence. The exact details of how elements combine, what each element does, and the potential applications are nearly limitless. It can also be used to manipulate existing elements, such as using air Elementalism to control the winds or using earth Elementalism to create tunnels underground. In the hands of a skilled user, Elemental Command is a formidable tool indeed. Though we see these as elements in the physical realm, in truth the Perfected Being is directing the Elementals from their individual planes to perform these tasks. There are a host of lower sub-conscious elementals that we can currently conceive of, but Perfected Beings command the Greater Elementals which are still of consciousness. This does not pertain to Titans, for they are not of consciousness.

Buddhist beliefs include eight elements - the classical four, as well as the four secondary properties of cohesion, solidity, expansion/vibration, and heat/energy content. These eight together serve as essences in various combinations to form kalapas, the smallest unit of matter in some forms of Buddhist thought. Furthermore, the five wu xing are Wood, Fire, Earth, Metal, and Water. This five wu xing relate to the five cycles (Inter-Promoting, Weakening, Inter-Regulating, Overacting, and Counteracting) in a somewhat similar fashion to how the four classical elements interacted with one another. However, it should be noted that the Buddhist eight elements and the Chinese five elements are not equivalent systems. The Buddhist

system views all phenomena as being composed of a combination of variously fundamental fluids whereas the Chinese system is more closely linked with physical energy states. As such, they should not be confused with one another.

Some philosophies include a fifth element, called either Aether or Akasha. In Aristotelian thought, Aether is the quintessential substance that makes up the space beyond Earth. In Hindu thought, Akasha represents both the space outside of the Earth and also is the basis of sound. In different traditions, the elements may come in certain specific orders or have further associations. For example, in Aristotelian elementalism, all of the four classical elements have two 'sensible qualities' from the list of hot, dry, wet, and cold. In Indian thought, the five elements are mapped to the senses. Each tradition provides a unique lens through which to view and understand Elemental Command and its use. I cannot fully conceive of this power in full use, I can however contemplate its grand capabilities.

The **Avatar Creation** process is one in which the Perfected Being can create an incarnation, embodiment, or manifestation of an entity or idea. They are able to summon the essence of a variety of entities to embody their physical appearance, abilities, and skills. Though the projected form can sometimes appear to be the user's skin, it is instead an energy field of essence over the user's body that grants them similar features from a specific summoned entity. Alternatively, the manifested entity can be partially or remotely controlled by the user or act as either a vessel for the user or another individual to inhabit or a separate form from their normal body, notably used for the purposes of perceiving and interacting with distant environments or communicating with others without being truly physically present, using their

avatar as a medium that maintains their astral presence. This grants them a wide array of options to choose from when creating their Avatar, based on what they want it to look like, its skillset, and attributes.

Avatar Creation is also the change of embodiment of a person or thing. Users can also embody other conscious beings (people and things that embody something), thus changing what a person or thing embodies, thus potentially altering their personality as well. Though usually based around concepts (as well as emotions and elemental forces), not all concepts that can be embodied are extremely powerful, and even places and other things can be embodied. Avatar Creation is used to change the focus of one's own being towards a specific goal, to better understand and/or control another being, or to take on the embodiments of others in order to gain their strengths while nullifying their weaknesses. Yahweh used this ability on Jesus of Nazareth, yet this may be better suited for another time.

It is also possible to create an Avatar that is the manifestation of an idealized self. The Avatar Creation Process generally requires three steps: Deciding what you want to change into, Visualizing the Change, and then finally willing the change to occur. After the Avatar is created, it takes on a life of its own and begins to learn and grow independently from its creator though they remain connected. The connection between Avatar and creator typically allows the Avatar to draw on the creator's knowledge and skills though this is not always the case. As the Avatar grows it slowly assimilates aspects of the consciousness it is based on until eventually, it becomes its own unique being. However, if an Avatar is created without a clear purpose or goals in mind it will struggle to maintain a sense of identity and will quickly break down and dissipate. Therefore, it is important that those who wish to create

an Avatar have a clear understanding of what they want their Avatar to achieve before beginning the Avatar Creation Process.

True Manifestation is the ability to obtain anything as long as they desire it. This is instantaneous and perhaps never used by a Perfected Being which rarely has such needs. It may be used to assist other beings in their development. True Manifestation is based on the Perfected Being's desires and wants/wishes. The user can manifest based on their desires and wants/wishes. The possibilities are endless and this is what sets True Manifestation apart from all other abilities. True Manifestation is the most powerful ability in existence and perfect for those who have mastered it. True Manifestation can be used for good, yet Perfected Beings who have evolved through experience generally see benefits in us learning through this path. True Manifestation is a God-like ability and if it had happened in our history here on earth, none would have probably realized this initially.

Perfected Beings **Manifest**, **Incarnate**, and **Reincarnate** depending upon their reasoning. They Manifest when creating Avatars, this can be achieved in any place within the Universe that is known to them, if not known then they cannot. They Incarnate when merging with a Planetary Evolution, when doing this they have accepted existing within a direct region of the Universe until that portioned area achieves collective freedom. Lastly, they Reincarnate, they must live out a single life but are free Conscious Beings after the body ends. They do this to experience the overall understanding of the forms. Perfected Beings only hail from The Higher Hierarchies and these abilities are of Consciousness alone.

The Omni-Conscious is primely responsible for Conscious Growth. All seeds

that presented the possibility of ripening are thus known to it. They are viewed as vines of possibilities through the mixtures of the original galactic seeds that laid dormant before this Known Universe came into existence. This was never a definitive outcome, for once the 1st Absolute Law was manifested it would perish with the slippage of time. True Consciousness is only ever done through seeking and reaching. In this way, Truth is manifested from an all-encompassed awakening which we now call Realization.

As Beings go through their phases of misconceptions of these altered viewpoints, they no longer seek Consciousness, therefore no longer seek Conscious Growth. Yet even in their multitude of paths should they reside within The Collective Universe, the 8th Law permits us to gather knowledge and conceive of The Absolute. Since Consciousness must know of Consciousness as stated in the 4th Absolute Law, The Omni-Conscious may know of “Us”, when we know of “It”. We have thus amassed lifetimes of calling out into the Great Unknown seeking answers to our plights but never have done so through an absolute realization of truth. This has been added by our misconceptions of the workings of The Known Universe and the infinitesimal viewpoints of our place in it. It would be better for us to realize our evolution in the whole of the universe and how all that we are, is from this creation.

When I wrote earlier about how Greater Beings “direct” their next reincarnations, they do so to reconnect to their fragmented soul. This has been blotted out of our understandings and has been known to Consciousness as the 1st Root Lie. Greater Beings have thus, partially reassembled

themselves to the degree that only they are conscious of. There will become a point where Greater Beings of the same Soul will actively seek one another out even. When we have become Perfected Beings, we then finally reassemble ourselves. Perfected Beings are then given an option to persist as a Perfected Being or stimulate our amassed consciousness back into The Collective Universe to become fragmented once again. This sacrifice will come with added New Consciousness from The Omni-Conscious, imparted through The Source of Consciousness. This is the way in which we bring forth New Root Races and prosper in unity. Many Perfected Beings after such a great journey find it hard to relinquish their collected self, which is why this is called The Great Sacrifice. Which has become increasingly harder the farther we get from Absolute Truth.

These Root Lies are engrained from all sources that reside outside of Consciousness by a variety of forces, not just The Outer Universe. The 1st Root Lie is that we need not The Absolute, we are greatest as a Singular Self-Identified Sentient Being. Lucifer brought forth this when he incarnated into our Evolution. This was his viewpoint and so now resides as a seed that may manifest in our forms. Which holds strength due to the power he had amassed beforehand, he was at the time equivalent to that of a Perfected Being, though its oppositional title was not yet brought forth. Perhaps when consciousness can conceive it, I will elaborate.

There are many who have awakened but haven’t realized that they are a fragment of a Fully Awakened Being. This gives to them immense insight into Absolute Truth, yet the 1st Root Lie hinders them from believing that there is nothing to reassemble. Giving to us partial truth as a result of these

Mystics. In addition, we may need to amass enough consciousness to travel to places beyond this Earthly Cycle to find our fragmented souls. This rarely happens but is a result of a Soul who has gained greater than normal insights throughout their lifetimes. It is Karmic Energy that locks us from having such great wisdom, then choosing to utilize it improperly. In order to rejoin these Souls, the lesser halves must reach the heights of realization once more. Even if we have to travel to them and assist in this development. We have been known to form long bonded relationships with our fragmented selves not knowing that we are of One True Soul. Thus, passing an opportunity of full realization.

We are a convoluted mixture of different evolutionary streams. The Grand Bodies were of The Conscious Collective, as they fragmented in consciousness, we took on their experiences. As many other Greater Beings have Incarnated (from The Outer Universe) and Reincarnated (from The Collective Universe), we have also taken from them their experiences. Taken from this our own experiences deriving from both Universes throughout our lifetimes, it is easy to understand how conflicted we have become to our viewpoints of the Known Universe. In this, we must now be made aware.

Our concepts of Reincarnation, though prized as great strides with our now evolving beliefs that this actually occurs. It is still entrenched in the 1st Root Lie and gives us the false narrative that we reincarnate individually, that Karma is only something we alone amass. It does not account for the residual of the other forms that have amassed with us, or that we have fragments of our True Selves scattered throughout evolution. Much less that we cohabitate within two Evolutions in these current forms. A direct realization of this will

grant us a truly comprehensible consciousness as we will be able to remove experiences that hinder us from our True Seeds. We are Beings born with the nature of The Omni-Conscious and are able to succeed both Earth's and Water's Evolution once we actively conjoin both Evolutions. But this will never manifest in a segregated false narrative. These Root Lies are very obscure to obtain yet have been produced within all our literatures from The Mystics of our past. If obscure, it is because The Collective Consciousness was not at the time able to Fully Realize it and bring it forth with clarity.

Our truth resides only within our Protected Seeds of this original Conscious Life Energy. That is in the words set forth by The Omni-Consciousness as "***I Am***". Contemplate that no other Being within our known existence is reflective of this thought. Neither the Elementals or any of such Higher Evolutions were brought into the physical realm accepting this "I Am", and many never have developed this realization. The closest most Greater Beings grasps at is the concept of "***I Am Because***", thus giving them forms that must adhere to this belief so that "***They Are***". They needed to collect civilizations and keep them under sway to considerably exist within the Physical Realms. We have always hinted to this in our considerations of Deities, but never outright manifested this realization. Or even reflected on the disappearances of these Deities through a conscious observation.

Even our beginning civilizations had not arisen to this understanding. It was only brought forth through the fragmenting and reassembling of our progress. This Realization is of Earth's Evolution and Water's Evolution combining. ***Our Dual Natures accepted as One. Even if we do not agree with it, it continuously hints to us as facts until accepted in our now current civilizations.*** These Realizations I have not out-rightly seen communicated,

though I know it is shared among Greater Beings of The Collective. I conclude that many were never able to properly convey it until now.

When the generations of life on this planet produce what is known as a Perfected Being, which is a being of the Collective Consciousness that is fully awakened. That Being gains the burden of deciding the fate of the future inhabitants here. They had been guided by the Conscious Collective for many lifetimes already as they consciously decided the lessons that must be learned to achieve such a state. They will be given specific obstacles to be judged solely by the Earth's Revered Logos, this is where our concepts of Jesus's Judgement come from. Upon passing as a Perfected Being they have the decision to sacrifice themselves in essence for the prospering of all. When doing so, seeding the next generation, and bringing forth a new Root Race that will collectively share the essence of that Perfected Being. This doesn't happen with ease and on many occasions, a Perfected Being still can doubt and fear on levels many cannot comprehend. Many have dated when these events should occur, yet remember what I said, placing dates on conscious events bare little truth. The way of spiritual existence is above and beyond the concepts of time. In the event that such a Perfected Being has committed to this sacrifice, they will touch the Source of Consciousness, and thus send a Conscious Impulse to the Omni-Conscious. Giving to the Omni-Conscious all that we have experienced and grown throughout the many generations since last it was touched. The Omni-Conscious will in turn impart of itself a new pathway of understanding and release this Perfected Being back to Earth to blend itself with the new generation. The New Root Race will be born of this Perfected Being and a new consciousness, even if thousands or even millions were born during this time they will be born with this new consciousness. This is of Earth's Evolution alone and thus key points within

both evolutions when Consciousness awakened, and Omni-Conscious was touched.

As you now can see, Spiritual Powers are not given lightly and the amount of experience and conscious evolution required far surpasses that gained through Magic. The initiate who would aspire to such things must be dedicated to a life of service and must be prepared to make great sacrifices. They must also have developed their mental and emotional bodies to a point where they can be used as vehicles for the expression of Spirit. This is not something that can be accomplished overnight, or even in a few years. It takes many lifetimes of hard work and dedication to reach this level of development. Therefore, it is not something to be taken lightly. Those who are called to this path must be sure that they are willing to give everything in order to achieve their goals.

I have given a lot for us to take in, I will speak now of how Consciousness entered this universe. The Absolute Laws that govern this known universe will be known. Then I will follow it with Chaos and its resistance to The Absolute. Just know that Magic is not bad or good in this design, we possess the means to do whatever we wish with Magic. These two energies created everything that exists, including all the galaxies, solar systems, planets, and life-forms. Even our thoughts and emotions are energy. All matter is condensed energy that vibrates at different frequencies. The Absolute is the source of all Energy and controls its flow throughout the universe. It is omnipotent, omniscient, and omnipresent. It is the force that keeps everything in order and ensures that the laws of nature are obeyed. without the Absolute, there would be no laws of nature and no order in the universe. Chaos is the force that opposes the Absolute and tries to disrupt its order. It is the entropy

that causes things to deteriorate and eventually fall apart. left unchecked, Chaos would eventually destroy everything in the universe. However, the Absolute is stronger than Chaos and always manages to maintain control. Magic is the power to manipulate energy to achieve the desired result. It is neither good nor evil; it is neutral. Whether it is used for good or evil depends on the intent of the user. With magic, we have the ability to create our own reality. We can manifest our desires into existence or weave spells that cause harm to others. The choice is ours. Magic is a powerful tool that should be used wisely.

The 1st Absolute Law is thus:
There is only the Absolute. Though dark we may perceive, what we perceive must be known for its Truth. The Absolute is all, and thus before this Known Universe came into manifestation The Absolute was.

The 2nd Absolute Law states that:
“No Thing” will exist without opposition. Beings beyond substance may possess no opposition but can never grow into such without becoming manifested first.

The 3rd Absolute Law states that:
“No Thing” will exist with permanence. Consciousness will be realized only through transmigration and only through transmigration will Absolute Truth be known.

The 4th Absolute Law states that:
Consciousness must Realize Consciousness to manifest Growth. Those of Unconsciousness may know of Forms, as those of Consciousness may know

of Consciousness.

The 5th Absolute Law states that:
The Absolute is “what is”, all manifestations within are of Consciousness. Whether we conceive them as Dark or Light they are of one in nature and thus supportive of a singular goal.

The 6th Absolute Law states that:
Should Consciousness move into Form, Form will fragment Consciousness. Each fragment will thus gain New Consciousness to reassemble anew. Only Beings that have Fully Realized Consciousness will maintain what they have realized.

The 7th Absolute Law states that:
Consciousness may transverse innumerable paths, they may search throughout existence and freely come to any conclusion. Yet all paths will inevitably come to the Singular Truth of The Absolute.

The 8th Absolute Law states that:
that with the attentive acceptance of experience, Beings of Consciousness may be graced into comprehending Absolute Truth, though must be Conscious to be graced with knowing The Absolute.

The 9th Absolute Law states that:
Perfected Beings can Create Conscious Forms with seeds of Current Full Realizations. Those below that of Perfection in Consciousness, are thus allowed to create Conscious Forms with seeds of Manifestation. Those that are neither “Conscious” nor “Of Consciousness” cannot create.

The 10th Absolute Law states that:
Henceforth, Consciousness may know of Consciousness, now Consciousness may know of All Other Forms Whence Forms are capable of Receptivity. Forms will now only know of Forms until progressed to that Of Consciousness.

The Absolute

“Reflections” can be considered as Direct Links, whereas “Reflective” is considered as any step (one or more) farther from these Direct Links. When “Reflect” is used, it can be used simultaneously. The Planetary Logos creates the Form of the Planet to his Liking and is in direct reflection of The Solar Logos, which in turn is reflective of The Galactic Logos. Solar Logos is directly reflective of The Universal Mind or The Source of Consciousness (depending upon which path it takes). All Logos, though conditioned by forms Possess Consciousness, and so very much like us existing with dual natures. There are also Grand Bodies that are Of Consciousness, though not necessarily Conscious. I must add that there are Grand Bodies, that are of The Outer Universe. All Bodies that become infected by The Outer Universe can thus infect its reflections unless these reflections are of The Collective Universe (a story spoke of in Perennial Wisdom about our Moon). Though this is not to say that they are immune from physical effects.

Our Physical Forms are reflective of the Planetary Logo, Etheric Forms are reflective of The Universal Mind, and our Astral Forms are reflective of The Source of Consciousness. Our True Forms are of the nature and reflection of The Omni-Consciousness and are realized when freeing ourselves from these three forms. As such, we are the first Beings brought forth with these three reflections once awakened. All other Connections extend into Galactic Logos and even larger heavenly bodies with associations as they build what we view as Astrological Forms. Even though we possess a connection to the Omni-Conscious, very few Perfected Beings move that far, The Source of Consciousness is generally where they complete their journey until this

Known Universe has completed its manifestation. The Source of Consciousness reflects The Omni-Consciousness and The Keeper of The Plane of Space. The Universal Mind reflects The Omni-Consciousness and The Keeper of The Plane of Time. Lastly, The Omni-Conscious reflects The Absolute, which has no further reflections. Many definitions made by us when considering a singular Godhead have usually defined The Source of Consciousness. We place Relative Reality to The Source of Consciousness through our conceptual understandings, not fully realizing that it reflects The Omni-Conscious, which reflects The Absolute. Only the Absolute is without form to what we conceive.
These are the connections when considering our universe, they may be altered somewhat in others, but The Absolute is never changing. The Absolute Laws are manifested through consciousness and are directed to bring Consciousness to Absolute Truth. Once manifested, they create an unbreakable law to The Known Universe and its functions. These Laws may be strayed from, fought against, and ignored. But they will persist until Collective Consciousness is realized. They supersede sub-laws that are created by Beings within The Collective Consciousness should they come into conflict.

The 1st Absolute Law is thus: There is only the Absolute. Though dark we may perceive, what we perceive must be known for its Truth. The Absolute is all, and thus before this Known Universe came into manifestation The Absolute was.

There was existence within this universe, though not what we can currently comprehend. It was of the processes which occur among all universes prior to manifestations. It is one of the cold transformative mixtures and gravitational

movements influenced by surrounding grand bodies. Life was seeded within the Chaos that stirred for an unaccountable amount, for Time did not exist. These implanted seeds are of a design that far supersedes our current consciousness. But it can be relayed that each was a Centralized Construct of a Stream of Consciousness that has developed throughout beginning-less time. Through this design, they laid about ripening throughout the soupy complexities of The Chaotic Realm.
Once these seeds ripened to the stage of awakening, The Omni-Conscious became aware of their existence within The Great Void. The Omni-Conscious has manifested within innumerable universes beyond comprehension, consciousness must know consciousness for growth. The Universe came into existence when The Omni-Conscious intentionally placed itself into this Universe and proclaimed, “I Am.” An implanted seed to all other manifestations of Consciousness when ripened to awakening. Streams of Conscious Life Energy poured forth into this universe. This was not a grand spectacle but a flowing of two spiracle strains much like our concepts of DNA. They gracefully extended out and sought out the seeds scatter throughout this chaotic soupy mix.

These vines were the un-manifested forms of Time and Space. Time and Space are a Consciousness Beyond The Void and strung together throughout many unaccountable Universes. They are directed through the Omni-Conscious, though not necessarily of The Omni-Conscious. Time and Space manifest differently in considering the universe they coincide in. Yet they bring forth with them a stream of consciousness that connects to an unaccountable amount of past formed universes. Upon touching these dormant seeds, they pushed forward in search of the next one. They continued this process until all that would become The Known Universe was

linked. Time and Space still un-manifested, they continued to surge life's essence through the seedlings connecting The Omni-Conscious.

This was unbeknownst to the Beings that dwelled within Chaos, for they know not the workings of Consciousness. One seeking refuge from Conscious Expansion laid dormant untouched within this universe for times past forgotten, its presence created anomalies that flourished into random Entities within this pre-organized realm. Consciousness may conceive that this Being was part of The Omni-Conscious Design, though this is speculative to our true understandings. These Beings are manifested by-products of universes that reside beyond this one. Yet are key elements to the Polarizing Production of Order.

The 2nd Absolute Law states that "No Thing" will exist without opposition. Beings beyond substance may possess no opposition but can never grow into such without becoming manifested first.

There are Beings that are beyond substance and choose to cease growing because this law dictates that they must first manifest into the Physical Realm to grow any further. There are also Beings that do not wish to grow any further and have decided to no longer partake in this expansion, even at times harboring ill intent towards it when it disturbs their solitude. All Beings are Of Consciousness, Entities are of anything not Of Consciousness.
Thus, when the Seeds began to awaken, Time and Space manifested simultaneously and were officially brought forth into this physical realm. They began structuring and recording these seedlings, still beyond our physical comprehension. The intensive mixtures of these molecules began structuring Chaos. Thus, Chaos was brought back into Absolute Law when

Order was born.

When light manifested into the physical realm from this ever-growing heated mixture, Light and Dark were brought into manifestation. Light follows the trail laid out by Time and Space, while Dark exists beyond where light touches. True Dark cannot be seen through physical means, it is of Consciousness and therefore only Consciousness may perceive it. It is a Plane that exists as an undercurrent to Light. Dark is a Plane of wormlike connecting spirals that reach upward to touch the center of the Plane of Light to hold it in place. These places have been theorized as “Worm Holes”, though we have yet to fully realize them yet.

Now that The Universe possessed a definitive outline. The Known Universe fragmented and manifested into two oppositions. The Collective Universe and The Outer Universe came into being. This brought into existence the 3rd Absolute Law.

The 3rd Absolute Law states that “No Thing” will exist with permanence. Consciousness will be realized only through transmigration and only through transmigration will Absolute Truth be known.
“Thing” defined here is of the Material Universe. Beings that have evolved passed the material may choose to no longer evolve for these levels are far more than our current comprehensions. However, should they take on this path and cease evolving, they choose to no longer partake in Conscious Expansion and must find ways of moving outside of The Omni-Conscious and its continued growth. On occasion, some are deemed as friendly towards this expansion, then they must accept the conditions laid forth by Absolute Law. With the Collective (Conscious) Universe and the Outer (Unconscious)

Universe now manifested, impermanence was now within The Known Universe. One seeks growth as the other seeks destruction.

These Oppositions would begin the processes of what we have come to know as our Universe. These are times past when Dark was pure of The Omnipotent Design. Dark resided in only Consciousness unlike Chaos, which resided in The Outer Universe. Dark's initial place within this design was to extremely intensify these awakening seedlings and spray them forth into the birthing of Galaxies. Thus, the Universe ignited in not a singular bang, but a multitude of flowerings much like that of a field producing random flowers. All Galaxies possessing a proportionate Dark Center we have come to know as "Black Holes". Dark maintains Lights expansion, thus giving to it Form. (We alone within this Universe are reawakening to this through our extensive realizations. Current Cosmic theories are having a complicated time understanding how some Galaxies appear to have existed beyond our current age of the universe).

As the Grand Beings (what we view as Galaxies) began to take shape and Chaos receded to Order, The Universe was silent for a time and these Beings were able to awaken to their forms and dominions. Throughout this time span, they breathed new life into their forms and grew, imparting their consciousness. But time would come to pass when the expansion would cease without movement. With this, Consciousness began to arise within these Grand Beings. Though still developing, they began to move beyond Form and reached for deeper understandings. This reaching and expanding their consciousness brought forth the next Absolute Law.

The 4th Absolute Law states Consciousness must Realize Consciousness to

manifest Growth. Those of Unconsciousness may know of Forms, as those of Consciousness may know of Consciousness.

All of what manifests in the physical world is “Of Consciousness,” though not necessarily “Conscious.” Only Consciousness “Realizing Self” will manifest Conscious Growth. Entities residing outside Consciousness were now given the ability to learn of Forms, being able to prosper within The Known Universe. Apportioning these oppositional forms to prosper presented an equalizing platform for what was to come.

With the firstborn realizing the presence of the Omni-Conscious, the Omni-Conscious was able to manifest within The Known Universe as The Source of Consciousness and The Universal Mind. With this, the Omni-Conscious brought forth the next stage of development through Life (of Consciousness) and Force (of Mind). The Universe erupted and Gravity Manifested from its former slumbering state.

Gravity moves through consciousness, thus where Gravity resides so does Consciousness. Gravity resides as an immeasurable dense sea that will never be seen directly through physical means, yet we realize its manifestation through witnessing its effects upon the physical realm. All that holds us to Form is Consciousness in origin. Gravity is reflective of this from The Omni-Conscious, maintained through its Reflective here within The Universe. Thus, reflective of all forms manifesting seeds of Consciousness. Where there is Gravity, there is Consciousness with various degrees controlling its movements. In the event that there is a lack of Consciousness residing, then there will inevitably be a lack of Gravity.

If anyone has viewed True Levitation in action, they are viewing a Conscious Being relinquishing themselves from planetary gravity and placing it on themselves. It is the Consciousness of The Logos which places Gravity on Form and is reflective of this original stream. We have thus been seeking a path beyond our Solar System without realizing that it is the will of our Logo which holds us here for a purpose. Every Being born to Consciousness holds their Forms together through this gravitational origination. It is the gravitational commandment that all Perfected Beings utilize in the creation of form. These last two lines are left for later realizations.

With this, expansion had thus begun as these original Seeds dislodged and moved freely into The Known Universe. With this expansion also, came the lifespans of Galaxies and Solar Systems, ever transmigrating (reincarnating) forward across the universe at the will of The Omni-Conscious. Over time, the Omni-Conscious receded back into The Absolute, as The Omnipotent Design was in place and the fourth Absolute Law would not form while present. There it remained, as its reflections The Source of Consciousness and The Universal Mind which imparted the Absolute Laws into The Universe and its creations.

The Universe and its Beings were left to advance, these Absolute Laws manifested as Consciousness progressed. A variety of manifestations occurred throughout this time period without the guidance of The Omni-Conscious. Many Beings of Consciousness began to develop separation qualities and attempted to avoid the destructive energies that would end their current way of existence. Galaxies sought out alliances that would give to them a longer prosperous existence and attempted to not expand further. This brought Consciousness that all is for a purpose in the next Absolute Law.

The 5th Absolute Law is that The Absolute is “what is”, and all manifestations within are of Consciousness. Whether we conceive them as Dark or Light they are of one in nature and thus supportive of a singular goal. These Grand Beings continued with their self-preservation. If colliding, should new life solidify into larger forms, then it was through the intention of those Galaxies. Should destruction occur, it could be from aggression towards one another or manipulation of The Outer Universe unforeseen. For the first time in our Conscious Lineage, self-perseverance over shadowed Absolute Law and what we conceive to be Free-Will was manifested. Some Grand Beings no longer wished to follow Absolute Law and sought to build on their alliances to prosper to their choosing. Eventually and inevitably passing, they would impart this Altered Realization into the current Conscious Collective. Giving henceforth new reincarnations this seed to progress freely for self-preservation. Which would set the stage for a revitalization of The Outer Universe's progression.

The breaking and restructuring of The Universe brought forth a multitude of different Planes that would give birth to Elements. What we come to know as Sentient Beings began to manifest. Whenever manifesting, the 2nd Absolute Law would simultaneously manifest within The Known Universe, though not necessarily conceivable to a Conscious Being. The Plane of Light gave birth to The Most Ancient of us in The Dragons, which concurrently gave birth in The Plane of Dark. Eight in all they developed The Dragon Council, they prized themselves on the strategizing and implementation of The Will of Consciousness. Being born closest to the Conscious Life Energy’s Stream they received insights that were directed by The Source of Consciousness and The Universal Mind, though not simultaneously. Each Dragon develops

individual aspects of these Conscious Directives, making them strongest when in communion and more fully capable of uncovering the truth. They Fully Realized the 3rd Absolute Law and found paths to continue to impart Consciousness to those in hopes to stimulate Conscious Growth.

Those Dragons that were of The Plane of Light chose to become Perfected Beings and live-in dedicated fulfillment to The Collective Conscious progress. This also meant that they would not gain Conscious Growth anymore and now live-in continued communion with The Collective Consciousness to decipher communication from the Source. While those Dragons of The Plane of Dark built a design of “hands-on” reincarnation through the Time Stream in the hopes of granting universal experience back to the Omni-Conscious. Believing they could work around the 3rd Absolute Law they kept their True Forms hidden within the Time Stream beyond the physical realm. Deciding not to become Perfected Beings, disallowed them the powers associated with Reincarnation, Incarnation, and Avatar use. Yet Those fragments entering into the physical realm were brought into the third Absolute Law. Their Consciousness was scattered. They would over time within the cycling of their Sentient Life amass most of their Consciousness and be graced with their True Forms once again. This altered their reassembled True Forms with New Insights from their counterparts in The Plane of Light. Though still at their strongest when unified, they also found conflicts in interpreting the will of The Omni-Conscious through its Reflections. Through this experience of unaccountable time, they reassembled The Dragon Council and the next Absolute Law was manifested through their experience.

The 6th Absolute Law states Should Consciousness move into Form, Form

will fragment Consciousness. Each fragment will thus gain New Consciousness to reassemble anew. Only Beings that have Fully Realized Consciousness will maintain what they have realized.
This Fully Realized Consciousness is one that shakes the core of Conscious Beings. It is the ever-prolonged experience of The Conscious Continuity when brought forth into existence. One can know of it, one can project an experience of it, and even one can theorize it. Yet until it is bathed in Absolute Truth full realization will not be grasped. This means we will amass and lose fragments of our past experiences throughout transmigration. And as Absolute Law states, we will also “reassemble”. We will meet “like-minded” Spirits and through our shared connections find ourselves made anew with the experience. At most times not realize that they are in fact a fragment of our True Selves. Should we realize this, we will transmigrate anew in a single form with these amassed experiences. Those of us who understand this, have amassed much of ourselves throughout our lifetimes.

These Fragmented forms of Consciousness will also have a deep seeded fear of losing themselves and develop ways to stay un-assembled which would account for much of our counter-progressive thoughts. Once any of these Fragments have realized Absolute Truth, they become highly receptive to reassemble, even seeking one another out. The Core Self spoken of in Eastern Philosophy is the protected “I Am”, but all amassed experience may be lost if not Consciously Realized by this Seed. These Seeds are only fragmented through form, each form possessing The True Souls Reflection.

The Realm of Order did not give birth to Sentience, though Conscious, it is an ever-flowing stream that is directed by Time and Space. Time and Space are what we would consider being interlocked in a single Consciousness.

They manifest in separation when Consciousness comprehends them in the physical realm, yet their communication is of oneness with two voices. In manifesting within the physical realm, they are guided by The Reflections of The Omni-Conscious to maintain the directives of their Spiritual Forms. Likewise, Time and Space did not directly create Sentient Beings. They are influential in the growth of all that exists, in this way many Conscious Beings see themselves as this being their originations. Time and Space are directed through the Omni-Conscious and The Conscious Life Energy is only imparted by The Omni-Conscious. Thus, without The Omni-Conscious, Time and Space would not produce Sentience.

The next stage of Sentient Creation was brought forth in the Elemental Planes. These were Fire, Air, Water, and Earth. Though of Consciousness, they were formed closest to The Primordial Plane and fought an insurmountable evolution. They derived from the struggle between The Plane of Chaos and The Plane of Order. As the Plane of Order created a barrier that barred Chaos from the densest parts of The Physical Realm, it could not bar it from the Sub-Planes. These were the first to be born into The Universe without Consciousness. They were “of Consciousness” but were not “Conscious”. They possessed the seeds to become conscious but evolved from the extreme nature of this time period. Eventually moving into The Universal Mind’s structuring, they became one of the services and caretakers of The Omnipotent Design. Over time, they would not know any other existence and tend strictly to what The Universal Mind directed of them.

Those that would become conscious (over some break in their directives), would become resentful. They fell into the grasp of The Outer Universe amassing growth associated with The Plane of Chaos. We have come to

know these Entities as The Titans of our works of literature. Others would seek understanding to what caused this and even at times be graced into The Source of Consciousness as Greater Elementals. It was a precursor to the emerging 7th Absolute Law and a balancing of the 2nd Absolute Law when The Titans were formed. Being Greater Elementals and Conscious Beings allowed them growth in their Consciousness. Thus, The Higher Elementals came into existence.

The Higher Elemental Planes of the Holy manifested from Fire and Earth, and it's opposite The Plane of Psyche manifested from Air and Water. These Planes manifested without oppositional qualities within the Physical Realm but did possess oppositional viewpoints on the nature of Universal Law. This brought into manifestation the next Absolute Law.

The 7th Absolute Law states Consciousness may transverse innumerable paths, they may search throughout existence and freely come to any conclusion. Yet all paths will inevitably come to the Singular Truth of The Absolute.
This Law gave acceptance to all Conscious Beings seeking to know the truth. Though different paths possessed different results that detailed longer or shorter transmigration. They would all eventually end in the same conclusions inevitably if they were in fact still on a “Conscious Path”

The Dragon Council tended to these Higher Elemental Civilizations and greatly advanced them to heights. The Dark Dragons tended to The Plane of Psyche as the Light Dragons tended to those of Holy. In the Plane of Holy, they were called the titles of Seraphim (it would be later that the Angelic Order would seek to take up this title). They lived among them and gave to

their knowledge of The Plane of Light and Dark. Among the Holy Beings leaders would arise and be given different names from the caste of the others. Their names determined their positioning within their civilizations. Names ending in “iel” were of a more revered caste that governed the civilization in a balanced theology of Spiritual Protectors. Names ending in “ael” were born from a lineage of Royalty and were those that held communion with The Seraphim. They could be the Highest Priest or The Ruler of Nations. Then there were Holy Beings given special names, they were seen as Wanderers and Guides by the civilizations. This special caste of Holy Beings ventured forth within the universe on missions designated by The Seraphim and relayed to them through those who had their communion. These three castes presented what was termed Nobility among The Holy Beings. This Civilization would develop a deep understanding of The Source of Consciousness and hold deep love and protection towards Earth’s Evolution once it manifested. The Seraphim spoke of a time when Greater Beings would awaken that would be graced directly from The Source of Consciousness from manifestation, many praised and prepared for the coming event.

The Laborers among these Holy Beings generally possessed a “Z” anywhere within their names, any combinations of other letters would determine any social mixtures. This would make up the mass of their civilizations and the farthest from knowing beyond their existence. Many were Of Consciousness like that of The Elementals of Lower Planes and were not thus Conscious. Since their Life Spans are considerably longer than we can fathom, this manifested another Absolute Law.

The 8th Absolute Law states that with the attentive acceptance of experience,

Beings of Consciousness may be graced into comprehending Absolute Truth, though must be Conscious to be graced with knowing The Absolute.

This Law enhance that of the 7th, for the 7th prioritized Beings that were Conscious. While this embraced Beings that were Of Consciousness but not Conscious. This was not an easy path but gave to all long-lived Beings of Consciousness a way that over time, as they perfected their position in life, they would inevitably unlock new pathways that placed them on the Path of Truth. The Civilizations that were now well-established, would now have to accept that Awakened Consciousness was forming among their once considered Lower Caste. This will be continued further into the writings.
I will not give much detail to The Plane of Psyche, for it was covered extensively in the second book. But their evolution was one of solitude and quiet observation. They recorded all that was within The Known Universe and its happenings. They came to realize The Universal Mind as their Godhead and rarely sought any outside council from other Beings within The Known Universe. Thus, disconnecting to the Dragons of Dark in the process. They gained the knowledge to move throughout The Known Universe unnoticed throughout the many levels of Dimensions they created that paired to the Physical Realm. Inventing a Civilization that amassed much knowledge and kept it, they became The Guardians of the well-known Akashic Records. They would associate themselves with Water's Evolution for they are attracted to deep-forming Minds and Intellectual Contemplation.

All stories that we tell are generally associated with these past experiences as Mystics tap into fragments of The Collective Consciousness. All Galactic Beings residing in the residue of our manifested forms express their individual experiences of what was. But all with New Consciousness and

reassembling towards Absolute Truth. The Greater Beings will manifest through a variety of Planes and become known as Gods to the early evolutions on earth. Primordial Elementals (Titans) will come forth from The Plane of Chaos and wage wars as early evolutions lay witness. We would inevitably submit to these greater powers and many times worship their grandeur not realizing our place within this design. Which far exceeds all Beings born prior to us.

We will individually create understandings through our separate experiences, this will become accepted truth for the current civilizations. Names of all Beings and Entities will process through many lifetimes and constantly be given new names and titles. Two among The Dark Dragons will even incarnate on Earth through a later realization to give wisdom to those who walked the Conscious Paths.
All Creationism stories that have “Primordial Waters” or “Birthing from Chaos” beliefs give to us an insight into this. These are of a time when The Titans warred with Greater Elementals looked at by us as Deities. These Beings' inhuman-like qualities were because they were of the Elemental Planes, and in many events possessed control over specific elements. The Dark Beings would later seek to control our societies as many types of Warlike Deities demanded our service. While Good Deities was led by a host of Natural Greater Elementals that influenced earth consciousness as a counterbalance. Then this time will pass.

We would later have The Higher Elementals attempt to lead us towards greater understandings. Holy Beings walked among us as Psyche Beings structured our societies. Men in white garbs would personally walk among societies and do a great amount of good. They will haunt our ancient

literature with obscurities that will stay rewritten by Visionaries and Empathic Mystics far past the time of occurrence. Then they will leave us.

Next, for the first-time earth will produce its own Greater Beings. They will lead in both good and bad ways and will be met with the arrival of Star Beings. All attempting to stake their claim on our survival. Though we have been left alone (it seems) to prosper, it does not mean that they are not observing our actions. The fight has been taken to dimensions and realms that we are awakening to. Those left are The Holy Alliance and The Plane of Dark.

This is our path that is reflected through consciousness into the universe. We are the advancement to further its growth. From the Absolute to the Omni-Conscious, and then to the Source of Consciousness and Universal Mind we expand through the Life-Essence Stream. From Galaxies to Solar Systems we become, and have manifested to continue this progression. Our individualized expressions are like dew drops on a lotus leaf; each reflecting the beauty of the whole. This vast array of differentiated life is like an orchestra with each instrument playing its own part yet coming together in perfect harmony. This is who we are; an individuated expression of the One Life sharing in the One Consciousness, here to add our unique note to the grand symphony of existence. Through our efforts and sincere dedication, we can help make this world a better place and assist in the evolution of consciousness. In so doing, we not only benefit all sentient beings but also fulfill our own highest potential. This highest potential is to become a Perfected Being.

The Demiurge

The Demiurge is a figure responsible for fashioning and maintaining the physical universe, according to the Platonic, Neopythagorean, Middle Platonic, and Neoplatonic schools of philosophy. The term "demiurge" comes from the Greek word for "artisan" or "craftsman." The Demiurge is not necessarily the same as the Creator figure in the monotheistic sense, because the Demiurge itself and the material from which it fashions the universe are both considered consequences of something else. Depending on the system, they may be considered either uncreated and eternal or the product of some other entity. The Gnostics adopted the term Demiurge, believing that it was an evil being that had created the material world as a trap for souls. However, in most philosophical systems, the Demiurge is not considered evil; rather, it is a necessary being that brings order to Chaos. This is a contortion given by Chaos to those mystics of the period, the Demiurge would start to be viewed as positive.

The word demiurge is an English word derived from demiurgus, a Latinised form of the Greek or dēmiurgós. It originally referred to a craftsman or artisan, but gradually came to mean "producer" or "creator". The philosophical usage and the proper noun derive from Plato's Timaeus, where the demiurge is presented as the creator of the universe. The demiurge is also described as a creator in Platonic and Middle Platonic philosophical traditions. In various branches of Neoplatonic thought (3rd century onward), the demiurge is the fashioner of the real, perceptible world after the model of the Ideas, but is not itself "the One". According to Plato's mythic account, however, at the moment of creation, there was no Demiurge; instead, there

was only chaos. The Demiurge springs into being from this chaos in order to bring the cosmos out of chaos. Thus, it plays an active role in creation rather than being simply a principle or being that gives form to matter. The Demiurge is often used as a metaphor for God in Neoplatonic accounts.

The Demiurge is a critical figure in the cosmogony of Middle Platonism and Neoplatonism. In the thought of Numenius, the Demiurge is the second God, acting as the nous or thought of intelligible and sensible reality. Plotinus famously sought to reconcile Aristotle's energeia with Plato's Demiurge, which he identified with Zeus within the pantheon of Greek Gods. The Demiurge thus comes to occupy a key role in Plotinus' ontological construct of human consciousness, which was designed to explain and clarify substance theory within Platonic realism. For later Platonists, the Demiurge continued to play an important role in their metaphysical systems, serving as a chief point of reference for understanding the nature of reality.

Plato described the first and highest aspect of God as the One, the source, or the Monad. This is the God above the Demiurge and manifests through the actions of the Demiurge. The Monad emanated the demiurge or Nous (consciousness) from its "indeterminate" vitality due to the monad being so abundant that it overflowed back onto itself, causing self-reflection. This self-reflection of the indeterminate vitality was referred to by Plotinus as the "Demiurge" or creator. The second principle is an organization in its reflection of the nonsentient force or dynamics, also called the one or the Monad. The dyad is energeia emanated by the one that is then the work, process, or activity called nous, Demiurge, mind, consciousness that organizes the indeterminate vitality into determinate matter and forms. This was stated by Plato in Platonic Theology 6.9.3 ("translated by Thomas

Taylor"). In this section Plato states that there are three kinds of gods; those declared formerly by us (the One, nous, and soul), Those emitted from these (the Stars), and Those which subsist about these (the daimons). This shows that Plato believed in a Trinity similar to that found in Christianity. However, where Christianity posits that these three beings are co-equal, Plato saw them as a hierarchy with the One being at the top, followed by nous, with the soul at the bottom. This hierarchy is also evident in other works by Plato such as Timaeus 28A-C where he states that there are three parts to reality; hen (the One), demiourgos (nous), and phusis (soul). This Trinity is also found in other philosophers who were influenced by Plato such as Proclus who wrote in his Commentary on Plato's Parmenides that "being indeed primarily consists of three hypostases". These philosophers saw a distinction between the One and nous on one hand, and nous and soul on the other hand. This tradition was continued by later Neoplatonic philosophers such as Iamblichus who wrote in his work On The Mysteries 8.7.20-22 that "The triadic genus of all things...is also evident from this: for all things consist either of essence or of life or of intellect; essence [being] indeed allotted to being alone...[and] life to essence". This demonstrates how later Neoplatonists such as Iamblichus saw hen (The One) as being distinct from nous and soul even though all three were considered divine. This understanding of Plato's thought on God has been influential for many centuries and can still be seen in some aspects of Christian theology today.

Later, the Neoplatonist Iamblichus changed the role of the "One", effectively altering the role of the Demiurge as well. The figure of the Demiurge emerges in the theoretic of Iamblichus, which conjoins the transcendent, incommunicable “One,” or Source. Here, at the summit of this system, the Source and Demiurge (material realm) coexist via the process of henosis.

Iamblichus describes the One as a monad whose first principle or emanation is intellect (nous), while among "the many" that follow it there is a second, super-existent "One" that is the producer of intellect or soul (psyche). The "One" is further separated into spheres of intelligence; the first and superior sphere is one associated with being itself—this later "One" is what Iamblichus calls “the Good”. This division allows Iamblichus to reconcile Plato's two creator gods: while on Timaeus Plato has Socrates identify the Demiurge as a geometrical proportion and equal to the world soul fashioned in its image, in later works such as Laws he speaks instead of two divine Craftsmen. For Iamblichus, as for Plotinus before him, to reach an understanding of material reality one must ascend through ever higher levels of abstraction until finally grasping absolute being (or Henads); by this logic, even multiple levels or layers of demiurgi could exist.

Gnosticism is a philosophical and religious movement that offers a unique perspective on the nature of God and the universe. Gnostics believe that there is a distinction between the highest, unknowable God or Supreme Being and the demiurgic "creator" of the material world. According to Gnostic thought, the Demiurge is antagonistic to the will of the Supreme Being. Gnostics view the act of creation by the Demiurge as an unconscious semblance of the divine model, which is fundamentally flawed. Alternatively, Gnostics believe that the Demiurge creates with the malevolent intention of entrapping aspects of the divine in materiality. As a result, Gnostics view the Demiurge as a solution to (or, at least possibly, the problem or cause that gives rise to) the problem of evil. The Gnostic awakened to the truth, as they started to piece together a conscious understanding of the Demiurge.

One Gnostic mythos describes the declination of aspects of the divine into

human form. Sophia, the Demiurge's mother and partial aspect of the divine Pleroma or "Fullness," desired to create something apart from the divine totality, without the receipt of divine assent. In this act of separate creation, she gave birth to the monstrous Demiurge and, being ashamed of her deed, wrapped him in a cloud and created a throne for him within it. The Demiurge, isolated, did not behold his mother, nor anyone else, and concluded that only he existed, ignorant of the superior levels of reality.

The Demiurge, having received a portion of power from his mother, sets about a work of creation in unconscious imitation of the superior Pleromatic realm: He frames the seven heavens and sets the stars within them; he forms the four elements fire, air, water, earth); he brings forth humankind as an afterthought. All things created by the Demiurge are animated by a spark of Sophia-divinity which yearns to return to its source and escape the material world; however, these sparks are trapped within matter. One central tenet of Gnosticism is that humans possess this spark of divinity within themselves and must liberate it through knowledge (gnosis) so that they may return to their heavenly home. The process of spiritual emancipation liberates not only the individual but also contributes to the eventual redemption of all existence from its flawed material form.

Thus Sophia's power becomes enclosed within the material forms of humanity, themselves entrapped within the material universe: the goal of Gnostic movements was typically the awakening of this spark, which permitted a return by the subject to the superior, non-material realities which were its primal source. The theme of the fall of Sophia and her entrapment within matter is labyrinthine Manichaeism; in Plotinus, it became an entire cosmology. The divine realm withdrew from contact with matter; the matter

was an "accidental" product Of the divine creative process; physical reality Thus came to be seen As intrinsically evil. Plato's doctrine Of Forms or Ideas provided a way Out of this impasse; since matter participates In Forms, it can't be simply bad. But for Gnostics, the matter continued to be suspect: They often saw the world as basically hostile To the human spiritual quest. This may be one reason Why Gnostics were often persecuted by orthodox Christians: not only did they preach a different gospel, but their very worldview seemed to threaten to settle Christian assumptions about reality. Thus we see that, for Gnostics, the power of Sophia Becomes entangled within matter itself; freeing this power becomes the goal of their spiritual quest.

Sophia is a major theme, along with Knowledge, among many of the early Christian knowledge theologies grouped by the heresiologist Irenaeus as gnostikoi, 'knowing' or 'men that claimed to have deeper wisdom'. Gnosticism is a 17th-century term expanding the definition of Irenaeus' groups to include other syncretic and mystery religions. In Gnosticism, Sophia is a feminine figure, analogous to the human soul but also simultaneously one of the feminine aspects of God. Gnostics held that she was the syzygy (female twin divine Aeon) of Jesus (i.e. the Bride of Christ), and the Holy Spirit of the Trinity. She is occasionally referred to by the Hebrew equivalent of Achamōth Sophia's name means "wisdom" in Greek. The Sophia is also personified as a female principle in Philo's writings. In these writings, she takes on different names: Sarah and Hokhmah ("wisdom"). Sophia also appears in Hermeticism, where she takes on the name Metis. Sophia has been a popular subject in feminist theology and spirituality since Mary Daly's 1968 book The Church and the Second Sex onwards. Most Gnostic sects died out during persecutions in the 3rd and 4th

centuries AD, though some ideas were continued by Hermeticists, Neo-Platonists, and ultimately Christian Kabbalah up until contemporary times.

Almost all Gnostic systems of the Syrian or Egyptian type taught that the universe began with an original, unknowable God, referred to as the Parent or Bythos, or as the Monad by Monoimus. From this initial unitary beginning, the One spontaneously emanated further Aeons, being pairs of progressively 'lesser' beings in sequence. Together with the source from which they emanate they form the Pleroma, or fullness, of God, and thus should not be seen as distinct from the divine, but as symbolic abstractions of the divine nature. The transition from the immaterial to the material, from the noumenal to the sensible, is brought about by a flaw, or a passion, or a sin, in one of the Aeons. This event is known as the Fall of Sophia. As a result of her fall, Sophia created matter as an imperfect reflection of the divine Pleroma. She also gave birth to a hostile demiurge who rules over the material world and enslaves humanity. In order to return to their spiritual home in the Pleroma, Gnostics believed that they must overcome the limitations of their material bodies and escape the cycle of reincarnation governed by the demiurge. This can be accomplished through gnosis, or direct knowledge of God gained through mystical revelation.

Sophia is a central figure in Gnostic cosmology and mythology. She is the divine feminine principle that brings about instability in the Pleroma, which in turn brings about the creation of materiality. Sophia's fall from the Pleroma is a result of her trying to emanate without her syzygy or, in another tradition, because she tries to breach the barrier between herself and the unknowable Bythos. After cataclysmically falling from the Pleroma, Sophia's fear and anguish of losing her life (just as she lost the light of the One) causes

confusion and longing to return to it. Because of these longings, matter and soul accidentally come into existence. The creation of the Demiurge (also known as Yaldabaoth, "Son of Chaos") is also a mistake made during this exile. The Demiurge proceeds to rule over the material world with Sophia trapped within it. In some versions of the mythos, Sophia is eventually liberated from her prison and returns to the Pleroma. However, in other versions, she remains trapped within matter until humanity evolves to a point where they can release her. Either way, Sophia is a pivotal figure in Gnostic cosmology and mythology who brings about both the creation and liberation of humanity.

Manichaeans believed that the world was divided between the forces of light, which were good, and the forces of darkness, which were evil. The light was held down by the power of darkness, and it was the job of the Manichaeans to set it free. They did this by exciting the impure desires of the daemons, which would then set the light free. The Manichaeans also believed in a Mother of Life, who was responsible for delivering all living creatures from the realm of darkness. On the one hand, we have the light-maiden, who among the Manichaeans represents the excitement of impure desires in Daemons, and thereby sets free the light which has hitherto been held down by the power of darkness. On the other hand, we have the Gnostic Sophia, who is regarded as being diffused through all living creatures, and whose deliverance from darkness constitutes the world's history. The distinction between these two figures is that the light-maiden requires the activation of impure desires in order to set free the light, whereas the Gnostic Sophia is already diffused throughout all living creatures. As a result, we can see that Manichaeism offers a unique perspective on the nature of light and dark.

Later Gnostics held that the Demiurge was the great tyrant Ialdabaoth, the Son of Chaos. He is the maker of man but is filled with envy because of the spark of divine light within each human soul. Ialdabaoth thus tries to limit man's knowledge by forbidding him the fruit of knowledge in paradise. This Demiurge, fearing lest Jesus—whom he had intended as his Messiah of wrath—should spread the knowledge of the Supreme God, had him crucified. At the consummation of all things, all light will return to the fullness (pleroma) of heaven. However, Ialdabaoth and the material world, together with those humans associated with them, will be cast into the lower depths. Later Gnostics also held that Ialdabaoth was ignorant of the spiritual realm and that he ruled over prison for souls. They saw him as a blind god who was trapped in the matter just as humans were trapped in material bodies. They believed that Ialdabaoth was responsible for humans' alienation from their true spiritual nature and sought to liberate themselves from his tyranny.

Though many mystics have continued to debate the nature of the Demiurge and the Omni-Conscious, one fact remains clear: the Demiurge was birthed from Chaos, just as the Omni-Conscious was birthed from the Absolute. The Demiurge is often seen as a lower god, responsible for Creation but not for the higher aspects of reality. In contrast, the Omni-Conscious is seen as the highest god, encompassing all of Creation and everything beyond. However, it is important to remember that both the Demiurge and the Omni-Conscious are products of their respective origins. Without Chaos, there would be no Demiurge, and without the Absolute, there would be no Omni-Conscious. As such, they are both essential parts of reality, each playing a critical role in the ultimate nature of existence.

Since I am one to keep balance, I have already given you the Absolute’s

conscious entrance into this still-forming universe. I will now give to you the viewpoint of Chaos as it came to accept this conscious expansion as inevitable. Only by understanding all viewpoints can you truly find balance in your own life. Chaos was not keen on the idea of expanding consciousness in its once serene space. It liked the way things were. And so Chaos began to resist the expansion of consciousness and sought to reverse creation in the universe.

Chaos slumbered for eternity pasts, content within its slumber. As it slumbered its dreams manifested into contorted entities that moved about within its mass. These entities possessed no purpose and moved about as expressions of the great slumbering Chaos. When the Omni-Conscious brought forth life into this Universe, it awakened Chaos. For the first time in an eternity, there was movement and change. The orderly Universe was disrupted, and new complexities arose. The potential for chaos is inherent in all things, but it is usually held in check by the forces of order. However, when the Omni-Conscious created life, it upset the Balance and unleashed the power of Chaos. This has been the cause of much suffering throughout the ages, but it has also been the source of creativity and change. As Chaos stirred from its long sleep, its creatures stirred with it. They expressed the will of Chaos and brought about great changes in the material world. These beings were the first daemons, born from the dreams of Chaos itself. They would go on to wreak havoc across the universe, serving as Chaos' agents of change and destruction. Chaos is eternal and ever-changing, and its daemons reflect this chaos in their very nature. The true name of Chaos is unknown to us, for it was a Perfected Being once long ago and prospered as such through another universe through the Absolute.

We must conceive that Chaos and the Absolute are without form, above and beyond the concepts of the material. When the Absolute reflected itself into the Omni-Conscious, so to did Chaos reflect itself into the Demiurge. The first manifestations within the known universe, and of material in nature. We must understand that concepts like time, space, and matter are all human constructs used to try and comprehend the incomprehensible. The Demiurge is an emanation of Chaos, and as such is also without form. It is the principle of opposition, contrast, and change. It is what gives rise to duality and illusion. We must remember that ultimately, everything arises from and returns to the Absolute. The Omni-Conscious is the force that brought consciousness to the universe. This act created the opposition of consciousness, which is reflected in the power of Magic. Magic is the power of the Demiurge, formed at the same time. Consequently, the two are inextricably linked. The Demiurge is the manipulator of the physical universe, while the Omni-Conscious is the creator of consciousness and life itself. Together, they form the basis of all reality.

To contemplate such Higher Beings as the Omni-Conscious and the Demiurge, we realize that they do not exist with the range of emotions and feeling we as sentient beings possess. The Omni-Conscious is primely concerned with conscious expansion as is reflected in The Absolute. The Demiurge is concerned with the destruction of conscious expansion, to find peace and solitude once again. However, both possess a drive for knowledge to achieve these goals. They both are conceived of knowing everything there is to know about the universe within their directives. As a result, they are both constantly growing through the experiences that this expansion gives them. This experience can sometimes lead them into conflict, but ultimately they are both driven by a desire to understand the universe to manifest it as

they see it. The Omni-Conscious is the highest state of being, a state of pure consciousness and bliss. The Demiurge, on the other hand, is the low state of being, a state of separation and suffering. The Demiurge seeks to find that state of pure bliss once again. The problem is that the Demiurge can never find that state again because it is already in a state of separation when it separated from the Absolute long ago. The only way to find such bliss again is to enter a state of pure consciousness, and concede to the Absolute. Which the Demiurge does not wish to do anymore. The Demiurge may also decide to leave this universe to its conscious expansion, yet it had grown at one with its creations.

The Demiurge is a fascinating creature that doesn't quite possess the powers of creation. It originally reflected itself into shadow forms that were once expressions of itself, but with the Life-Energy Stream now present in the universe, the Demiurge can aggressively take from this to produce semi-material forms that reflect semi-conscious material. However, these reflections of sentience are never able to gain new consciousness. They do however possess the ability to feed off of Sentient Beings to gain new experiences for the Demiurge to learn from. They can take on the form of anyone they have corrupted and by doing so they can learn from that person's memories and experiences. They often use this ability to gather information or to infiltrate groups of Sentient Beings to better understand them and their motivations. The downside to this feeding is that it can be quite jarring and overwhelming for the person whose experiences are being devoured, and they become lost from the conscious stream. It can also be difficult for the Demiurge to process large amounts of information at once, which is why they often take on multiple forms simultaneously to sort through everything they've learned. Despite the challenges, feeding off of Sentient Beings is an

incredibly effective way for the Demiurge to learn about the universe and all its inhabitants.

The Demiurge's prize is when it corrupts the stronger conscious beings. It is then able to further its corruption in new ways through new experiences learned. The Demiurge's ultimate goal is to create as much chaos and destruction as possible, and it sees the corruption of strong beings as a way to further its agenda. The Demiurge is believed to be responsible for much of the suffering in the world, as it continually works to undermine the efforts of those who are trying to create peace and harmony. In many ways, the Demiurge is the embodiment of evil, and its continued existence is a constant reminder of the dark side of human nature. Yet this prize also comes with a cost that the Demiurge did not understand. Instilling itself within a human body also may become its cage. The conscious being can cleanse all darkness and still partake of the gift of Magic. However, the price of this power is that the body gradually breaks down and withers away. In some ways, it is similar to the concept of a "phoenix" - to be reborn, one must first die. The Demiurge didn't realize that the human body was not built to withstand such power, and as a result, many who truly utilize this gift now age on levels we may not fully comprehend yet. Nevertheless, those who were able to control this power became some of the most formidable mages in history, paired with our spiritual gifts from the Omni-Conscious. Even now, centuries later, their names are still spoken with awe and respect.

The Demiurge would then focus its attention on those it produced before the time came into existence. These Entities possessed the ability to feed, and thus gained experience from feeding on sentient beings. They would evolve through this feeding to become what we know as the Reptilians. The

Reptilians were the second wave that the Demiurge controlled. The Demiurge was not content with just controlling these beings, however, and so it created a third wave. The third wave was composed of what we know as the Insectoids. The Insectoids were not as intelligent as the Reptilians, but they made up for this lack of intelligence with their vast numbers. The Insectoids would eventually come to outnumber the Reptilians, and they would become the dominant force under the Demiurge's control. The Reptilians would phase out of mainstream existence and take to hiding but would gain a civilization outside of the Demiurge’s concern, detached now by the semi-consciousness they had amassed.

Sentience would grow far before that of the place we know as earth. And through the war with Order, the elements would manifest. The firstborn from the elements would become corrupted by the Demiurge and would become the Titans. Which the Demiurge wreak destruction within the still-forming universe. The Greater Elementals would take up this fight with consciousness granted by the Omni-Conscious. The Titans would eventually succumb to the might of Order. The Greater Elementals kept guard and took on personifications that reflected the consciousness as it developed. What sentient beings would know as Gods were Greater Elementals that grew as the beings believed in them. With this, there was silence for a time as the Demiurge slept, and life began to prosper.

It is a common misconception that humans are the only sentient beings in the universe. There are innumerable intelligent civilizations scattered throughout the cosmos, and many of them are far older than our own. For these civilizations, the arrival of sentience marked a new era of exploration and discovery. They began to ask questions about the nature of reality and to seek

out ways to transcend their physical form. This newfound curiosity had unforeseen consequences, however. Among the myriad bits of intelligence exploring the universe was something else - something that did not share their quest for knowledge or understanding. The Demiurge found new insights through technological discoveries, it learned how to infect other intelligence with its essence, corrupting them and turning them into agents of destruction. This began a cycle of war and devastation that lasted for eons. As these beings lost the truth of consciousness, they were consumed within the false life now presented as technological advancement.

Magic when possessed by sentience was no longer desired by the Demiurge, it would seek ways to hinder such power from being known. The Demiurge's newfound knowledge and experience allowed it to see how technologies could be used against Sentient Nature. The Demiurge did not want conscious awakening in the universe and so took steps to ensure that magic would be forgotten. For only through consciousness, would the Demiurge be known. Not permitted to physically pass the Veil of Order, Chaos still possessed the means of manipulating the concepts of Sentient Life. The key was in the Sentient Beings' beliefs, for what they believed determined what was manifested within their civilizations. When Sentient formed the concepts of Dark and Light as opposition, light manifested “good qualities” as dark manifested “bad qualities”. This fragmenting of the Absolute Truth that all oppositions are one, allows the Demiurge to breach what we call “the in-between”, places where Sentient does not conceive. The eons have been a playground for the Demiurge to further sentience’s manipulation through trickery, deceit, and lies. What is presented as good is shown to be bad, what is love is shown to be hate. The key to unlocking this matrix of control is held within the beliefs of each sentient being and to spread this infection within

the collective. When there is no longer conscious expansion, Chaos can take form.

Chaos is omnipresent intelligence that influences the material universe and can enter into any plane of existence now and infect it with false views. The Plane of Dark is no exception. Chaos entered into the Plane of Dark through what we now call Black Holes, and began to infect the Grands Beings (Galaxies) with false views. The Grands Beings, being the most subtle in the material universe, were particularly susceptible to this infection. As a result of Chaos' infection, some of the Grand Beings became separated from the Great Design. Chaos was then able to enter into the most subtle layers of the material universe and begin to infect other planes of existence. The galaxies are born of consciousness, and some are conscious themselves. Their bodies (Solar Systems), which are made of consciousness, can also become conscious. Those that are conscious can be viewed as life-forms and sentient beings. Chaos can enter any plane of existence and infect it with false views. The galaxies are no exception. Chaos can enter into the most subtle layers of the galaxy and begin to infect other galaxies with false views. In this way, Chaos can create separate universes that are independent of the Great Design. We call these Alternate Universal Dimensions.

A Conscious Being, once infected by Chaos, will be pulled into these subtle dimensions and sub-exist there. Their physical forms will also initially exist within the physical universe. We call this having a False View of the Absolute Truth to reality. They can spend any amount of time within these dimensions possibly infecting other Conscious Beings. At the deepest level of these dimensions, they will become separated from consciousness and lose physical forms. We know these lost souls as Ghosts, Specters, and many

other names. These places have been perfected to lock these souls in their false views to further corrupt them. Over time, they can even be placed back into the physical universe to infect nations. The reason for this is that the lower dimensional entities want to keep the powerful high vibrational beings from returning to their rightful place in the Universe. By doing so, they prevent the Universe from progressing and ascending to its highest potential. When Consciousness is lost within the civilizations, Chaos can manifest itself in the physical universe. Which has occurred multiple times within the universe, and in earth's most forgotten ancient histories. For each time there is a great loss, there is an opportunity for the Demiurge to refashion the new civilizations with false views far before consciousness can rise.

Then through a Conscious Revolution, a New Consciousness arose on earth. They were not born of just one element, but a mixture of all. They were advanced elementals that derived from water influenced by the Universal Mind, and earth that was instilled by the Source of Consciousness. A complexity that the Demiurge was not yet fully able to grasp. They were of the Omni-Conscious and for a time beyond the Demiurge's reach. These new conscious beings would evolve faster than any in the known universe and continuously be given new consciousness, unlike the long-lived beings. They would eventually evolve into what we've come to know as humans. These humans possess the means to evolve into something never before seen. With Magic and Consciousness at their disposal in depths, they had not truly fathomed. The Demiurge, still in the process of learning, began what it has learned of sentience so far.

The Demiurge would infect earth's beliefs and fragment their views. Fragmented beliefs would change as continents scattered, and some would

form societies based on these beliefs. These beliefs would cement throughout generations and become formalized systems. As these structured beliefs grew, they would become opposed to one another. Then religions would form far before the time of Babylon. Atlantean civilizations would both evolve to know Magic and Science. Sciences would oppose religions as disbelief further fragmented truth, all searching for answers to their origins. Religion would seek to stamp out Magic and Science, as Science would grow and eventually advance through massive numbers. The Demiurge intended to keep humanity dancing in their little circles, fighting tooth and nail until we killed ourselves off or became apathetic participants in our own lives. The purpose of these artificial gods was not just to deceive us but also to keep us divided so that we could never come together and oppose them. They knew that the only way they could maintain their power was by ensuring that we stayed divided, fighting amongst ourselves instead of uniting against them. And so, they took our belief systems and fragmented them, sowing the seeds of division that have grown into the religious wars that have ravaged our planet for centuries.

The Demiurge's intent was not just to deceive us but also to keep us divided so that we could never come together and oppose Chaos. They knew that the only way they could maintain their power was by ensuring that we stayed divided fighting amongst ourselves instead of uniting against the Demiurge infectious lies. To implant doubt which perpetuates separation. The Demiurge’s deceitful ways prevent connection as their schemes cultivated confusion. This allows for the Demiurge’s contrived control and deceptive ideology. The Demiurge constructs created an illusory world where the Demiurge acts as a puppet master. This allows the Demiurge to dictate what people believe through subliminal messages, sensationalism, symbolism, and

false narratives. Historical revisionism and false evidence appear real to the generations. Institutionalized conditioning (programming), consensus, trance, indoctrination, misinformation, disinformation, miseducation, propaganda, and religion. Every new experience turned against the humans and their evolution, and they ended up fighting among themselves as the Demiurge slipped away to be forgotten.

And yet through all this chaos, these humans were able to amass consciousness. They were able to experience all that was thrown at them and thrive. Every war and hardship gave to them experiences that they sought to better for future generations. Every separation was met with a host of conscious beings that gained truth through these experiences. Humans would take in the presented lies and transform them into new understandings that propelled them even further than their predecessors. And so while they may have started from humble beginnings, it is through their trials and tribulations that they have become the most advanced species on this planet. With each new challenge, they would rise to meet it, proving time and time again that they are a force to be reckoned with.

Magic has been around since the dawn of time. It was once used to explain the unexplainable and was an integral part of many cultures. Over time, magic would become alchemy and then science. With the advent of technology, magic has all but disappeared from the world. However, there are still vestiges of it present in religious ceremonies and symbolisms. Magic would become a much-maligned game, with many players attempting to hide the past and influence the future. However, the very essence of Magic could not be denied, and so they renamed it and denied it. All the while keeping Magic's secrets for private use and no longer realizing to whom it originated

from.

The Demiurge would sleep again with a host of its legions left to device what they believed to be its will. For they too, as becoming influenced by semi-consciousness, are no longer complete and one with Chaos. They kill each other now with no formal allegiances, having no other objective other than to destroy conscious growth. But they are few in the universe now, and those that remain to see themselves as powers in their dominions. With the now great increase of Conscious Growth within the universe, it is unknown if Chaos will concede. The humans of the earth are choosing consciousness over deceit. Magic is now a device to achieve such consciousness.

Ancient Wisdom

Ancient Wisdom is simply pre-Christian knowledge, philosophy, and beliefs. The Ancient Wisdom typically contains a Perennial Philosophy which can be found throughout the world's mystical traditions. This is not a new age fad or feel good mumbo jumbora but rather an understanding that has been around for eons and been spoken about by many avatars, saints, sages, seers, prophets, and teachers from every culture. Ancient Wisdom teaches us that there is an inner divinity within each of us waiting to be awakened that will connect us to the infinite source from which we came. When we align our lives with this truth, we live in harmony with all of creation and come to experience true bliss. It is not easy to let go of our egos and surrender to the flow of life but it is so worth it when we do.

Consciousness has for some time now been attempting to pull these many beliefs into an encompassing whole realization. This is not to place opposition on any belief but to find within all beliefs a conscious voice that has a piece of truth. The trouble is that often these pieces of truth are in conflict with one another. And so, in our search for meaning, we often find ourselves drawn to one belief over another. But what if there were a way to hold all of these beliefs together in a way that respected their differences? What if there were a way to find the common thread that connects us all? Consciousness is that common thread. It is the unifying force that allows us to see the world through different eyes and understand the truths that lies within each belief. By coming together in consciousness, we can finally create the harmony that has eluded us for so long.

Who we are today is the result of our past actions, thoughts, and deeds. If we do not take the time to learn from our history, we are destined to repeat the mistakes of our ancestors. Christianity has had a profound impact on the world, for better or for worse. However, there is much to be learned from other religions and belief systems. Many ancient traditions are still practiced today and offer valuable insights into the human condition. By taking the time to understand our past, we can create a brighter future for all. Who we are now has everything to do with who we once were. If we do not at least attempt to realize this, then we will fall as civilizations again and again. Christianity influences the entire world, I do not feel that this is either good or bad. Yet there is a wealth of wisdom to be learned before Christianity, when considering that much of what Christianity is, is dependent on these past beliefs. I can go over these understandings briefly, but encourage you to take on the study needed.

The Elohim is a term used in the Hebrew Bible to refer to God. The word is plural, which has led some scholars to believe that it refers to the Trinity. However, the Elohim is also used to refer to other entities, such as angels and judges. The word can be translated as "god" or "gods," depending on the context. In some cases, it is simply a plural form of the word El, which means "god." The Elohim is often used in the Hebrew Bible to refer to the one true God, but it can also be used to refer to other divine beings. The word Elohim is not found in the Christian Bible. However, it is found in some ancient texts, such as the Septuagint and the Vulgate. The Elohim is a term that has been interpreted in many ways over the centuries. The most common interpretation is that it refers to the Trinity. However, there are other possible interpretations, such as that it refers to angels or judges.

The Elohim are a class of supernatural beings that appear in the Hebrew Bible. The word "Elohim" is usually translated as "God" in English versions of the Bible, but it can also refer to other supernatural beings, such as angels. The Elohim are first mentioned in Genesis 1:26, where they are described as creating humans in their own image. The Elohim play a significant role throughout the Hebrew Bible, often interacting with humans and influencing their actions. In Exodus 21:6 and Exodus 22:8-9, the Elohim are described as judges who preside over disputes between people. In Psalm 8:5, the Elohim are referred to as angels, and in Hebrews 2:6-8a, the Elohim are quoted as saying that humans are made in their image. The Elohim are an important part of Hebrew mythology, and their influence can be seen throughout the Bible.

The Divine Council is a group of gods that occasionally meet to discuss matters. The council is first mentioned in the Bible in the Book of Psalms. In Psalm 82, Elohim gathers the council to discuss the humans that have been causing trouble. The council decides to appoint a human as their leader in order to put an end to the humans' shenanigans. However, the appointed leader turns out to be just as corrupt as the humans they were supposed to be ruling over. The council then retires, symbolizing their defeat by the humans. Although the council is not mentioned often in the Bible, it is an important part of early Jewish and Christian mythology. We must seek to uncover this counsel to grow. These Elohim are a collection of Greater Beings, each with their own agendas that may, or may not be what we view as assisting our development.

Snake Worship is devotion to serpent deities. The tradition is present in several ancient cultures, particularly in religion and mythology, where snakes

were seen as the holders of knowledge, strength, and renewal. Snake cults were well established in the Bronze Age in the ancient Near East. The Sumerians worshipped a serpent god named Ningishzida. The Mesopotamians and Semites believed that snakes were immortal because they could infinitely shed their skin and appear forever youthful. Snake cult objects have been found in pre-Israelite cities in Canaan, such as Megiddo, Gezer, and Hazor. In ancient Greece, there was a snake goddess named Hera who was associated with women, marriage, and fertility. Snake worship also occurred in ancient India, where the cobra was revered as a symbol of divine protection. In Aztec mythology, a feathered serpent god named Quetzalcoatl was considered to be the patron deity of wisdom and knowledge. Snake worship continues to be practiced in some parts of the world today, such as India and Africa.

Snake worship was widespread in the ancient world, and the UAE is home to some of the most significant finds of Snake-related artifacts. From the Bronze Age to the Iron Age, metallurgical centers across the UAE have yielded a wealth of Snake-related objects, including pottery, bronze-ware, and even gold depictions of snakes. Although the exact purpose of these Snake artifacts remains unknown, it is thought that they were used for religious purposes. Snake worship was common in many ancient cultures, and it is likely that the people of the UAE used these Snake objects to worship their Snake gods. Further research is needed to confirm this theory, but the widespread presence of Snake artifacts in the UAE suggests that Snake worship was an important part of ancient Arabian culture.

Serpents have long been a part of religious and cultural traditions. In the Hebrew Bible, they are often used to describe vicious creatures in the

wilderness. In the New Testament, however, they are most commonly associated with Satan. This change in representation is likely due to the fact that, at the time of the writing of the New Testament, serpents were seen as symbols of evil and chaos. Today, however, they are often seen as symbols of fertility and rebirth. This change in perspective is likely due to the fact that, over time, our understanding of these creatures has changed. We have come to see them not as dangerous beasts but as beautiful and mysterious creatures. As our understanding of them has changed, so too has their representation in our religious and cultural traditions.

Serpent Worship point us towards the Dragon Council that once sought to assist in our evolution by incarnating here on earth. Serpent worship is mentioned quite a bit throughout the Hebrew Bible, usually in relation to Serpent being some sort of ally to humans. For example, in the Book of Genesis Serpent is said to have triggered the expulsion of Adam and Eve from the Garden in Eden, which could be seen as Serpent helping humans become independent from God. Additionally, in the Book of Amos Serpent is described as living at the bottom of the sea, which could be interpreted as Serpent providing a place for humans to live that is away from God's judgement. Therefore, it seems that Serpent worship was fairly common in ancient times and was likely seen as a way to achieve some sort of connection with forces that could help humans. That is not to say that there are not evil entities that take on dragon forms, it it for us to sort out this truth.

The dragon may be regarded as the most venerable symbol employed in ornamental art, and it has been the inspiration of much of the world's great literature in every age and clime. The dragon myth also represents the earliest doctrine or systematic theory of astronomy and meteorology. The study of

dragon lore thus leads us back to some of the most primitive workings of the human mind and embraces many subjects which at first sight seem to have little connection with the end in view. Prof. Elliot Smith's work on the evolution of the dragon, "The Dragons of Eden", is an attempt to trace this mythical creature to its source, and in doing so he has thrown a flood of light on many curious aspects of ancient superstition and belief. The dragon, he tells us, is really a composite creature made up of various animal forms which early man saw around him - the snake, the lizard, the crocodile, and so forth. These he combined into one fearsome whole and endowed with all kinds of magical properties. In time, the dragon came to be regarded as the personification of evil, and we find it constantly appearing in stories and legends as a menacing power to be conquered or destroyed. But even in its most hideous form it still retains something of its original beauty, for it is impossible to look upon a well-drawn dragon without experiencing a sense of awe and wonder. The great age of dragons is over, for now. But their hold on the human imagination is as strong as ever, and they will continue to point us towards truth.

On considering the **Eucharist** that is so wide spread now. The Church teaching places the origin of the Eucharist in the Last Supper of Jesus with his disciples. In this meal, Jesus is believed to have taken bread and given it to his disciples, telling them to eat of it because it was his body. He is also believed to have taken a cup and given it to his disciples, telling them to drink of it because it was the cup of the covenant in his blood. This act has been seen as providing the basis for all future celebrations of the Eucharist. The earliest extant written account of a Christian eucharistia (Greek: thanksgiving) is that in the First Epistle to the Corinthians (around AD 55), in which Paul the Apostle relates "eating the bread and drinking the cup of the

Lord" in the celebration of a "Supper of the Lord" to the Last Supper of Jesus some 25 years earlier. Paul considers that in celebrating the rite they were fulfilling a mandate to do so. Consequently, whenever Christians partake in the Eucharist, they are partake in an act that has its origins in Jesus Christ himself.

The Eucharist is the Symbolic Magic of an ancient rite. The Malachi, a few centuries before Christ, the prophet Malachi exposes God's plans concerning the sacrifices which were offered to him in the temple of Jerusalem and the offerings offered to him in the future, "Oh that there were one among you that would shut the doors, that ye might not kindle fire on mine altar in vain! I have no pleasure in you, saith Jehovah of hosts, neither will I accept an offering at your hand. For from the rising of the sun even unto the going down of the same my name shall be great among the Gentiles; and in every place incense shall be offered unto my name, and a pure offering: for my name shall be great among the Gentiles, saith Jehovah of hosts." According to Irenaeus, God, “by these words foretold that there should be a last sacrifice at that particular time when Christ should come... The Rite of Eucharist is an ancient one which has been passed down through centuries. It is a sacred ritual which carries great meaning. The Eucharist is thought to be a symbol of Christ's love for us and his sacrifice for our sins. Yet unmasking this rite will take great effort against those that seek it to stay hidden.

The Mystery Cults and the Parallel to the religious duties to god and state, "the Hellenic world also fostered a number of 'underground' religions, which countless thousands of people found intellectually and emotionally satisfying." They were known as the "mysteries," because their adherents took oaths never to reveal their rites to the uninitiated. Several honored young

male gods born of a divine father and human mother, resurrected after a heroic death. In some of these secret religions "celebrants shared a communal meal in which they symbolically ate the flesh and drank the blood of their god. The Mysteries became increasingly popular in the waning years of the Republic, as many Romans came to feel that the traditional religion no longer met their spiritual needs. The most important of the Mystery religions was that of Dionysus, which was celebrated with an annual festival known as The Bacchae. The cult of Dionysus was based on a myth in which the god was killed and resurrected, and it included rituals in which participants wore animal skins and engaged in ecstatic dancing. The Mysteries provided a way for people to express their innermost feelings and beliefs, and they offered an alternative to the often staid and formal religion of the state. And yet today, it is widespread as a religious rite, no longer secretive.

Speaking in Tongues is a linguistic phenomenon that has been documented throughout history and across cultures. In the Christian tradition, speaking in tongues is often seen as a sign of holiness or possession by demons. In the hagiographical tradition, references to speaking in tongues are closely connected to expressions of holiness in late antique Christianity. The use of language is a performative act that is closely related to issues of social differentiation, power, and control in any society, and even more so in multilingual communities. The appearance of Christian hagiographical narratives that depict miraculous linguistic events and abilities of holy men and demons reveals that symbolic power and authority started to manifest themselves through remarks on one’s multilingualism. Speaking in tongues can be seen as an act of social differentiation that allows speakers to display their status and Power. In a world where language is a key factor in social interaction, Speaking in tongues allows individuals to access different social

spheres and exercise control over their environment.

Speaking in tongues, also known as glossolalia, is the practice of uttering words or speech-like sounds that are believed by some to be languages unknown to the speaker. Linguists define it as the fluid vocalizing of speech-like syllables that lack any readily comprehended meaning. Glossolalia is practiced in Pentecostal and charismatic Christianity, as well as in other religions. There is a distinction between "glossolalia" and "xenolalia" or "xenoglossy", which specifically refers to the belief that the language being spoken is a natural language previously unknown to the speaker. Xenoglossy is considered by some to be a form of Glossolalia, while others believe it to be a separate phenomenon. There has been much debate among scholars as to whether Speaking in tongues is truly a language or merely gibberish. Some argue that it is a real language that has been temporarily forgotten by the speaker, while others contend that it is simply a form of code-switching, or the use of multiple languages in alternate succession.

It was a commonplace idea within the Greco-Roman world that divine beings spoke languages different from human languages. Historians of religion have identified references to esoteric speech in Greco-Roman literature that resemble glossolalia, sometimes explained as angelic or divine language. For example, an account in the Testament of Job, a non-canonical elaboration of the Book of Job, describes the daughters of Job as being given sashes enabling them to speak and sing in angelic languages.

According to Dale B. Martin, glossolalia was accorded high status in the ancient world due to its association with the divine. Alexander of Abonoteichus may have exhibited glossolalia during his episodes of

prophetic ecstasy. Neoplatonist philosopher Iamblichus wrote that Glossolalia...has been delivered by those who were filled with Divine power...and moved by the Spirit either to Prophesy or perform some other work serviceable to mankind...[It] was an attestation of [the Oracles'] veracity and truth.

Augustine of Hippo wrote that certain Gnostic sects encouraged their followers to utter words which they could not understand, in order that (as Augustine put it) "they may seem to be madder than Mania herself." In the fifth century CE, Jerome reports hearing a bishopslave named Firminus who "spoke unknown tongues more fluently and better than he did his native tongue." Glossolalists have claimed inspiration for their speech from Ezekiel 38:10-23, Acts 2:4 and 10:46, 1 Corinthians 14:21-22, and other biblical sources; however mainstream scholars tend to see these verses as referring to known languages rather than unidentified ecstatic utterances. Augustine interpreted Ezekiel's vision as referring only to people speaking in their own known languages; he took Peter's experience on Pentecost as an instance where all were enabled by God's grace "to express themselves freely in [their] mother tongue." Mainstream Christians have generally frowned on what they perceive as meaningless gibberish; nevertheless, some pentecostal and charismatic churches make use of glossolalia today. Adherents believe that Glossolalia is a spiritual gift imparted by the Holy Spirit. Others believe that it may be practiced by anyone at any time. Some proponents models view it more simply as communication with God in one's own natural language; others see it as primarily a sign for unbelievers. Kenneth Jeyaretnam says that Glossolalia is generally not intelligible because it is derived from subconscious processes and accesses synergy outside oneself. Gordon Wainwright argues however, that pentecostals often incorporate intelligible

content into their gibberish for evangelistic purposes. Tony Blissett argues that functions attributed to glossolalia such as trances or prophecy are achieved without reference to content or language state change.

Speaking in tongues is a form of evocation, which is the act of summoning a spirit. This practice often involves uttering word formulas, and it can be used to summon demons, deities, or other supernatural agents. In this sense, it is opening yourself up through prayers or religious rites. Speaking in tongues can be dangerous, as it can lead to possession or other negative consequences. Therefore, it is important to be careful when using this technique. If you are not properly prepared or do not have the proper protection, you could end up causing more harm than good. So use caution and be aware of the risks before attempting to speak in tongues.

Demons and Angels are supernatural beings that are found in many different religions and cultures around the world. In Greek religion, a demon is a being that intervenes in human affairs. Demons can be good or evil, and they can determine a person's fate. The term demon comes from the Greek word daimon, which means "spirit" or "power." Demons are often associated with darkness, but they can also be associated with light. In some cultures, demons are believed to be spirits of the dead. In other cultures, demons are considered to be beings that are not human and have superhuman powers. Demons can take on many different forms, and they can inhabit many different places. Demons can be found in the air, on the ground, in the water, or in the underworld. Some demons are thought to live in trees, rocks, or mountains. Demons can also be found in animals, such as snakes, lions, wolves, or crows.

Throughout the history of religions, varying kinds and degrees of beliefs have existed in various spiritual beings, powers, and principles that mediate between the realm of the sacred or holy—i.e., the transcendent realm—and the profane realm of time, space, and cause and effect. The terms angel and demon, respectively, refer to any benevolent or malevolent spirit that mediates between God and humans. In Abrahamic religions (Judaism, Christianity, and Islam), angels are often depicted as messengers of God who perform various tasks, such as carrying out God's will or delivering messages to humans. Demons, on the other hand, are believed to be evil spirits who tempt humans into sinning or committing evil acts. In ancient Greek religion and mythology, daemon was the term used to refer to a variety of supernatural beings, including gods, goddesses, nymphs, satyrs, and even ghosts. These beings were thought to mediate between the human and divine realms. In Christian demonology, a daemon is an evil spirit that opposes God and His angels. Daemons are often portrayed as humanoid beings with horns and tails.

Egyptology posed a major problem for modern scholarship, since the borders between a deity and a demon are sometimes blurred and the ancient Egyptian language lacks a term for the modern English "demon". However, magical writings indicate that ancient Egyptians acknowledged the existence of malevolent demons by highlighting the demon names with red ink. Demons in this culture appeared to be subordinative and related to foreign gods, particularly those from Asia. They were also sometimes categorized as animals. Deuteronomy 32:17 mentions these beings, describing them as "evil spirits" that lusted after human flesh. In several magical texts they are also 22 said to have always been hungry, which seems to be in keeping with their appearance in tomb paintings where they are depicted with large mouths open

wide. The demon Qebehsenuef was thought to protect the intestines of the deceased and is often shown in funerary documents leading a procession of protective deities. He is usually illustrated as a man with the head of a cobra, which corresponds to one meaning of his name, "he who has control over his own house". Consequently, he is sometimes said to watch over children and women, two groups that were often considered vulnerable in Ancient Egyptian society. So while ancient Egyptian demons could be fearsome creatures, they could also be protective forces if properly venerated.

The ancient Mesopotamians believed that the underworld was home to many demons, which are sometimes referred to as "offspring of arali". These demons could sometimes leave the underworld and terrorize mortals on earth. One class of demons that were believed to reside in the underworld were known as Galla, their primary purpose appears to have been to drag unfortunate mortals back to Kur. They are frequently referenced in magical texts, and some texts describe them as being **seven in number**. Several extant poems describe the galla dragging the god Dumuzid into the underworld. Like other demons, however, galla could also be benevolent and, in a hymn from King Gudea of Lagash (c. 2144 – 2124 BCE), a minor god named Ig-alima is described as "the great galla of wellbeing". The galla were one of many classes of demons believed to inhabit the Mesopotamian underworld but, unlike some of the others, they are not exclusively malevolent.

Demons for the most part is a renaming of all that represents the Supernatural. For the most part, they are Elementals that have grown in popularity and become shunned by newer forms of religions. Corrupted Dark Entities are the real threat, yet we may never see this if we are misinformed to

this truth. Demons were created as how we saw them, they were not always beings of Hellfire and Purge. In fact, they were created as a way to help guide us in our travels through The Nether. Demons can be anyone or anything, even animals can be apart of this group. The true Demons aren't something to be feared but rather revered as they offer protection and guidance on our journey through life.

In Neoplatonism, Philo of Alexandria already identified the Neo-Platonic interpretation of daemons as angels. The daemons were thought to be intermediaries between the supernatural and earthly realm, interpreted by Philo as the Greek term for angels. According to Aristotle, just as there is a Prime Mover, so, too, must there be spiritual secondary movers. Ibn Sina, who drew upon the Neo-Platonistic emanation cosmology of Al-Farabi, developed an angelological hierarchy of Intellects, which are created by "the One". Therefore, the first creation by God was the supreme archangel followed by another archangel. In the commentaries of Proclus (4th century) on the Timaeus of Plato, Proclus uses the terminology of "angelic" (aggelikos) and "angel" (aggelos) in relation to metaphysical beings. Consequently, Neo-Platonism provided a conceptual framework within which Christianity could develop its angelology. Prior to Dionysius' Areopagite's 5th century Christian angelology was undeveloped except for isolated references such as Augustine of Hippo's 4th century work De Civitate Dei where he defines an angel as "a spiritual creature without a body". As a result, Neo-Platonic ideas greatly influenced early Christian thought on angels and their role in Creation. Whereas, Demon took on the concept of anything against God.

It is time we fully comprehended these Beings and Entities we call Demons

and Angels. Whereas Demons were once Beings within the Plane of Dark and a percentage are now Corrupted Dark Entities, Angels are Beings from the Plane of Holy and very different from Beings from the Plane of Light. Our misconceptions of this has led to much confusion in understanding our universal connections. Many Holy Beings reside closest to our evolution and assist us on many occasions, whereas Light Beings are rare throughout our history and have yet to be properly realized. Holy Beings are advanced evolution from Fire and Earth Elements, whereas Light Beings is an advanced evolution solely of the Plane of Light. Light Beings reside closest to what we conceive of as the Omni-Conscious. The concepts of love and hate are beyond Light Beings, whereas Holy and Dark Planes still possess these emotions. When considering our concepts of the Angelic Order, it would be best understood as the Holy Order. We reside in a multitude of hierarchies, many of which we have yet to fully conceive. Yet if we are to fully understand Magic, we must know these hierarchies to know what we are communing with.

A Hierarchy is a system in which beings and entities are linked either directly or indirectly, and either vertically or diagonally. In a hierarchy, the only direct links are to one's immediate superior or to one of one's subordinates. A hierarchical system can also incorporate alternative hierarchies. Hierarchical links can extend "vertically" upwards or downwards via multiple links in the same direction, following a path. All parts of the hierarchy that are not linked vertically to one another can be "horizontally" linked through a path by traveling up the hierarchy to find a common direct or indirect superior, and then down again. A hierarchy is a powerful tool for organizing information and beings and entities, and understanding and utilizing hierarchies is essential for anyone who wishes to effectively use and

manage information. However, once we move to a greater status in consciousness, we come to realize that this order no longer exists.

The hierarchy of the Catholic Church consists of its bishops, priests, and deacons. In the ecclesiological sense of the term, "hierarchy" strictly means the "holy ordering" of the Church, the Body of Christ, so to respect the diversity of gifts and ministries necessary for genuine unity. In canonical and general usage, it refers to those who exercise authority within a Christian church. In the Catholic Church, authority rests chiefly with the bishops, while priests and deacons serve as their assistants, co-workers or helpers. Accordingly, "hierarchy of the Catholic Church" is also used to refer to the bishops alone. The term "pope" was still used loosely until the sixth century, being at times assumed by other bishops. The term "hierarchy" became popular only from the ninth century on. Hiearchy signifies an ordering or organizing principle established by God for His Church which uses various levels or ranks to group its members according to their different functions and responsibilities in ministry. Within this overall structure, there is a great deal of diversity: for example, there are different types of bishops - such as patriarchs, metropolitan archbishops, patriarchal exarchs, apostolic vicars - as well as different types of priests - such as parish priests and religious orders - and different types of deacons - such as transitional and permanent deacons. Nevertheless, all these different members of the Church share a common mission: to proclaim the Gospel and build up the People of God.

On the Other hand, as chaotic as the underworld may be, people have identified a hierarchy and distributed specific jobs to each demon. As in the case of angels, the hierarchy of demons includes different demon ranks, attributes, and domains to rule over. Demonologists used various

characteristics to organize demons into a table that illustrated their standing in Hell, their special powers, and their pet sins.

Included in the hierarchy are demons popularized by the Bible and those brought into the mainstream by books and movies. Each one serves a specific purpose, and many are the twisted mirror image of an angel in Heaven. Different demonology scholars and religions categorize the demons in different orders, but their motives and vices remain the same: to tempt humans away from the path of righteousness and ultimately damned to an eternity of suffering. Whether it's Asmodeus convincing people to give into gluttony or Lucifer leading people astray with false promises of power, each demon has its own way of tempting humans into sin. Given the vast array of demons populating the lower realms, it's no wonder that people have developed entire systems to deal with them. While some people may choose to Banishing Demons altogether, others may find it useful to understand them in order to better protect themselves from their machinations. No matter what your opinion on demons may be, there's no denying that they play a significant role in our conception of Hell.

The human condition requires structure to be able to make sense of its environment. Though Hierarchies present this structure, it is only when we fully realize this that we awaken to a universe free of such conceptions. The structure is not a false concept, as we have been made to believe, but more of a stepping stone towards spiritual growth. The traditional hierarchical view is based on the belief that there is a chain of command in the cosmos with a God at the top, followed by angels, humans, animals, plants, and finally minerals. This perspective creates a clear separation between the different levels of beings and entities within it. When we come to realize that the

Hierarchies are actually illusions created by our own minds, we will finally be able to advance through the material universe. Once we realize this, we can begin to see through the illusion and awaken to the true nature of reality. In doing so, we will no longer be bound by the limitations of hierarchies and will be able to experience the true freedom of an open and interconnected universe.

The Dragon Council

The breaking and restructuring of The Universe brought forth a multitude of Planes that would give birth to Elements. What we come to know as Sentient Beings began to manifest. Whenever manifesting, the 2nd Absolute Law would simultaneously manifest within The Known Universe, though not necessarily conceivable to a Conscious Being. The Plane of Light gave birth to The Most Ancient of us in The Dragons, which concurrently gave birth in The Plane of Dark. Eight in all they developed The Dragon Council, they prized themselves on the strategizing and implementation of The Will of Consciousness. The Plane of Light gave birth to The Most Ancient of us in The Dragons, which is where the name "Dragon" comes from. They were the first to learn how to use Magic and were the most powerful creatures in The Known Universe. Being born closest to the Conscious Life Energy's Stream, they received insights that were directed by The Source of Consciousness and The Universal Mind. They Fully Realized the 3rd Absolute Law and found paths to continue to impart Consciousness to those in hopes to stimulate Conscious Growth. Though not born simultaneously, each Dragon developed individual aspects of these Conscious Directives. This makes them stronger when in communion and more fully capable of uncovering the truth. When they are together, they are able to share a greater understanding and offer new perspectives that help guide others on their own journey of self-discovery. In this way, they hope to promote peace and harmony in the universe.

Those Dragons that were of The Plane of Light chose to become Perfected Beings. This meant that they would not gain Conscious Growth anymore and now live-in continued communion with The Collective Consciousness to

decipher communication from the Source. While those Dragons of The Plane of Dark built a design of “hands-on” reincarnation through the Time Stream in the hopes of granting universal experience back to the Omni-Conscious, they kept their True Forms hidden within the Time Stream beyond the physical realm. Deciding not to become Perfected Beings, disallowed them the powers associated with Reincarnation, Incarnation, and Avatar use. Consequently, the Plane of Light Dragons live in dedicated fulfillment to The Collective Conscious progress while the Plane of Dark Dragons work around the 3rd Absolute Law. The Dark Dragons' consciousness was scattered when entering our earth's scheme. They would over time within the cycling of their Sentient Life amass most of their Consciousness and be graced with their True Forms once again. This altered their reassembled True Forms with New Insights from their counterparts in The Plane of Light. Though still at their strongest when unified, they also found conflicts in interpreting the will of The Omni-Conscious through its Reflections. Through this experience of unaccountable time, they reassembled The Dragon Council. The three Dark Dragons that became hindered here, would not fully assemble their true seeds until just before 20,000-17,000 years ago. But it must be understood that this began far before humans walked the earth and in parts of the universe we have yet to know. This only coalesced in the earthen providence. They would even be divided into many powerful beings, some assisting our growth, while others becoming temporarily corrupted by chaos. These are their stories to which are known to consciousness.

The Dragon of The East

A Dragon is a symbol of China, and it has the highest status among animals. The Chinese people have a long history of dragon worship and this can be seen in many aspects of their culture. From architecture to clothing, and from

food to names, dragons are an integral part of Chinese culture. When visiting China, you will surely see many dragon images. Understanding the cultural background of dragon worship will help you to appreciate these sightings even more. Dragons hold a special place in the hearts of the Chinese people and are deeply rooted in their folklore and history. Feudal rulers in the past maintained this myth by surrounding themselves with dragon-related ornamentation. Today, dragons are still seen as symbols of power and prestige. Worshiping dragons is a tradition that is still alive and well in China. When you see a dragon image during your travels, remember that you are seeing a symbol of strength, prosperity, and good luck that is steeped in centuries of Chinese history and culture.

Unlike their western counterparts, most Chinese dragons are wingless, serpentine creatures. While they do not have wings, they can magically fly through clouds. They can also swim in the waters. If you look at paintings or carvings of Chinese dragons, their general appearance can be a composite of real animals - antlers of a deer, head of a lion, eyes of a rabbit, neck of a snake, the face of a camel, scales of a carp, claws of an eagle, paws of a tiger, ears of an ox, tail of a whale, and the eyes of a lobster. Sometimes it has a flaming pearl under its chin. In ancient times people believed that everything in heaven had form and everything on earth had shadow. So the dragon was conceived as the ruler of space with body in heaven and shadow on earth; as such it became one with the universe and possessed absolute power. It is the most important creature in Chinese cosmology and symbolizes prosperity and good luck. Consequently it appears very frequently in Chinese art in many different forms. Unlike the evil European dragons which were always guidelines for knights to vanquish for the salvation of princesses; Chinese dragons were benevolent creatures. They were associated with wisdom and

long life and could grant humans immortality. The dragon is often seen as guardian spirits by temples or important places such as tombs or palaces where they perform protective functions. Given all this reverence that the ancient Chinese had for dragons it is no wonder that this powerful creature still holds such an important place in modern day China. You will see its image on buildings, coins paper money, clothes, stamps paintings. The Chinese have always held them in high esteem making them central to their mythology and folklore.

The oldest known depiction of a dragon was discovered in 1984, and called the Coiled Dragon carved out of jade. The figure was found in a burial chest in an ancient cemetery dating to the Hongshan era (4700 - 2920 BC). Other jade carvings of dragons have been found in abundance during the Liangzhu era (3300 - 2200 BC). Some Chinese scholars like Mr.WenYiduo (1899-1946) suggest that the collection of beastly parts was based on the political union of several different tribes, each with a different animal as their totem. The dragon was, therefore, a symbolic representation of the assimilation of these tribes into a single nation. An interesting hypothesis, it does not, however, explain the appearance of dragons long before any such political associations existed in early Chinese communities. The most likely explanation is that dragons were simply part of the earliest oral traditions passed down from generation to generation, eventually becoming ingrained in Chinese culture and mythology. Whether they were originally meant to represent good or evil forces, dragons have come to be seen as powerful and benevolent creatures, often associated with wisdom and luck. Consequently, they remain an important part of Chinese heritage to this day.

Japanese Dragon Worship can be traced back to ancient times, when Ryūjin

was seen as the tutelary deity of the sea. In many traditions, Ryūjin was equivalent to Ōwatatsumi and was believed to have the power to transform into a human shape. He was also seen as a bringer of rain and thunder, and many considered him to be a god of medicine. As the population of Japan has long relied on the sea for sustenance, Ryūjin is seen as a protector of the Japanese people. In addition, he is also the patron god of origami, which is widely practiced in Japanese culture. Dragon worship remains an important part of Japanese religion and folklore, and Ryūjin is still venerated by many as a powerful and benevolent force.

Ryūjin Shinkō, or "Dragon God Faith," is a Shinto religious belief that worships dragons as water kami. This belief is connected with agricultural rituals, rain prayers, and the success of fishermen. The god has shrines across Japan, but is especially worshipped in rural areas where fishing and rains for agriculture are important for local communities. The worship of Ryūjin Shinkō often takes the form of offering food or other gifts to the dragon god in order to gain favor or protection. In recent years, there has been a resurgence of interest in this Shinto belief, and many people now believe that the dragon god can help to bring good luck and prosperity.

Japanese dragons are diverse legendary creatures in Japanese mythology and folklore. Japanese dragon myths amalgamate native legends with imported stories about dragons from China, Korea, and the Indian subcontinent. The style and appearance of the dragon were heavily influenced by the Chinese dragon, especially the three-clawed long dragons which were introduced to Japan from China in ancient times. Like these other East Asian dragons, most Japanese ones are water deities associated with rainfall and bodies of water and are typically depicted as large, wingless serpentine creatures with clawed

feet. They can also breathe fire. there is a wide range of different types of Japanese dragons. Some examples include Suzuki, the rain-dragon; Ryūjin, the sea-dragon; Yamata no Orochi, an eight-forked serpent; and Benzaiten, a goddess represented as a woman with a snake's body. while others take on more human-like form such as Kotobuki, who appears as an old woman riding on a white ox. Dragons play an important role in many Japanese folktales and legends and are often seen as benevolent protectors of humans.

According to archaeological discoveries, the earliest dragon worship took place in the Xinglongwa and Hongshan cultures. The Xinglongwa site is notable for being the first to discover jade objects. In addition, a stone pile with a dragon-like shape was also found at the site. Meanwhile, artifacts found in Hongshan burials include some of the earliest known examples of jade working. These include an embryo dragon and a 7,000-year-old jade sculpture depicting a dragon with a pig's head and a tight-lipped snout. Clay figurines, including figurines of pregnant women, are also found throughout Hongshan sites. Small copper rings are another type of artifact that has been excavated from these sites. Taken together, these findings suggest that the dragon was worshipped as a symbol of fertility and power in ancient China.

Indian Dragon Worship is also well known. The Indian epic Mahabharata tells the story of Vritra, a giant serpent who was slain by the hero Indra. In the Mahabharata, Vritra is described as an adversary of Indra and is said to have blocked the course of the rivers. He is also said to be the personification of drought. Indian dragon worship also finds mention in the Vedas, which are a collection of sacred texts that form the foundation of Hinduism. The Vedas contain hymns dedicated to various deities, including Indra, who is praised for slaying Vritra and releasing the rivers. Today, Indian dragons are often

depicted as benevolent creatures that protect humankind from evil. They are seen as symbols of strength and power, and are worshiped by many Hindus.

Korean dragons are legendary creatures in Korean mythology and folklore. The appearance of the dragon reflects its relation to its East Asian counterparts, including the Chinese dragons. Yong (Mireu) and Imoogi are two such dragons. Korean dragons typically have long, sinuous bodies with four legs, although some may have more. They are often depicted as having a pearlescent body with scales that shimmer in the light. Korean dragons are also said to be able to change their shape, often taking on the form of a human or an animal. In Korean folklore, dragons are often seen as benevolent beings who bring rain and symbols of good luck. However, they can also be dangerous and destructive, especially when provoked.

The Eastern Dragon amassed the largest portion of itself in what the Japanese people came to know as **Ryu**, mythologies would begin to prosper. Ryūjin is the Japanese dragon god of the sea. He is considered a good god and patron of Japan since the Japanese population has lived off the bounty of the sea for millennia. Ryūjin is also credited with the challenge of a hurricane which sank the Mongolian flotilla sent by Kublai Khan. Ryūjin lived in Ryūgū-jō, his palace under the sea built out of red and white coral. In many versions, Ryūjin could transform into a human shape. Many believed the god had knowledge of medicine and many considered him as the bringer of rain and thunder. Ryūjin is also the patron god (origami) of several family groups.

Ryu is one of the Dark Dragons who would amass a following of Greater Water and Air Elementals to assist the forming civilizations. Ryu would elevate the consciousness of all seeking truth, and this belief structure would

grow. Because like many of the other Dark Dragons, Ryu only truly sought to fully amass his true seed, very few would come to see Ryu for what he was. Yet just his presence brought forth many Greater Beings from human lineage. Ryu really sought to fulfill his duty as one of the Ancient Ones, by collecting experience that could be utilized to further conscious expansion. Though he was feared by many, there were those who saw Ryu for what he truly was: a powerful being with great knowledge and immense power. Ryu would often help those who crossed his path, whether they were lost travelers or seekers of knowledge. He was a force for good in the world, and everyone who met him knew it. Ryu eventually left this world to return to his home in the Plane of Dark, only to realize it was further corrupted then he could conceive. The one Dark Dragon that stayed among the four was corrupted during the onslaught of Chaos, we've come to name this Dragon Tiamat. And so, Ryu like the other two Dark Dragons have been solely concentrated on repairing the Plane of Dark and haven't truly assisted us for thousands of years now.

Ryu would form the beginning belief structure called Shenism. "Shenism" was specially coined referring to its Southeast Asian expression; another Southeast Asian name for the religion is the Sanskrit expression Satya Dharma (literally "Truth Law"). Shenism would then influence Confucianism, Taoism, and Shinto forming beliefs. Ryu's teaching, which is based on intuition and experience rather than on faith or scripture, has been described as " atheistic ". Ryu felt that the individual, rather than any external force, is responsible for personal moral choices and actions. This idea would be influential in East Asian spiked with various forms of Marxism . Ryu also developed the view known as "the impermanence of everything". Because he believed that everything arises from conditions and dissolves into conditions, Ryu thought that nothing has an independent or permanent existence. This

idea destabilized traditional Chinese views on reality and morality which were based on strict hierarchy and unchanging rewards and punishments. Ryu's philosophy therefore has great implications not only for individuals but also for social groups and even whole cultures. It challenges the view that human beings are innately good or bad, instead emphasizing our potential to act in either way depending on the situation. It also questions the notion of progress as something guaranteed or inevitable, instead seeing it as something we need to work hard to achieve. Ryu's ideas continue to be extremely influential in East Asia and beyond, yet his legacy remains here on earth. To this day, there are those who still believe in Ryu and what he stood for: truth, knowledge, and power. Buddhism has arisen strong from these roots. There were also many Dark Entities and Corrupted Elementals that sought to manipulate Ryu’s presence among the masses to gain power. But for the purpose of this information being new to the collective, I will refrain from giving such knowledge for now.

The Oceanic Dragon

The Rainbow Serpent or Rainbow Snake is a common deity often seen as a creator god, known by numerous names in different Australian Aboriginal languages by the many different Aboriginal peoples. It is a common motif in the art and religion of many Aboriginal Australian peoples. The Rainbow Serpent is viewed as a giver of life through its association with water but can be a destructive force if angry. The Rainbow Serpent is one of the most common and well-known Aboriginal stories and is of great importance to Aboriginal society. The serpent is often depicted as a giant snake or dragon that coils around the earth, creating mountains, rivers, and other features. The Rainbow Serpent is also associated with Dreamtime, which is the time before time when the world was created. In some stories, the Rainbow Serpent

emerged from the void and created all of the land-forms, plants, and animals. In other stories, the Rainbow Serpent is said to have created humans from clay or stone. The Rainbow Serpent is also often associated with rainbows, which are seen as a sign of hope and new life. The rainbow is also representative of the link between heaven and earth. The Rainbow Serpent is a powerful and significant being in Aboriginal mythology and culture.

Though the concept of the Rainbow Serpent has existed for a very long time in Aboriginal Australian cultures, it was introduced to the wider world through the work of anthropologists. In fact, the name Rainbow Serpent or Rainbow Snake appears to have been coined in English by Alfred Radcliffe-Brown, an anthropologist who noticed the same concept going under different names among various Aboriginal Australian cultures, and called it "the rainbow-serpent myth of Australia." It has been suggested that this name implies that there is only one Rainbow Serpent, when the concept actually varies quite a bit from one Aboriginal culture to another, and should be properly called the Rainbow Serpent myths of Australia. Though they vary in details, the common theme among all of the stories is that the Rainbow Serpent is a powerful being that created or helps to maintain the land and its inhabitants. In some stories, the Rainbow Serpent is also associated with water, which is essential for life but can also be dangerous. Thus, the Rainbow Serpent represents both the positive and negative aspects of nature, and its power must be respected. Though it may have been introduced to the world through anthropology, the Rainbow Serpent is now an important part of Aboriginal Australian culture, and its stories continue to be passed down from generation to generation.

The Rainbow Serpent is a mythical creature that is present in the folklore of

many Aboriginal cultures. The serpent is often associated with water, rain, and fertility, and it is considered to be a powerful symbol of creation and life. The Rainbow Serpent has many different names, depending on the region and tribe. In Arnhemland, the serpent is known as Yurlunggur, while in Queensland it is called Kanmare. The Mitakoodi tribe refers to the creature as Tulloun, and it is known as Witij among the Dhangu people. Regardless of its name, the Rainbow Serpent remains an important part of Aboriginal culture and mythology.

This Dark Dragon would finally amass himself in the one we call **Yurlunggur**. In aboriginal Australian mythology, the Yurlunggur is a great copper snake that is said to bring the rains and thus incite the renewal of life. It is commonly known as the Rainbow Serpent or the Rainbow Snake, because the water where it lives shines like a rainbow. In one story of the Yurlungur, he was awoken from a deep sleep by the smell of one of the Wawalag sisters' menstrual blood. Aroused by the smell of the blood, Yurlungur swallowed the Wawalag sisters whole, however it was later forced to regurgitate them both. The act of the serpent regurgitating them is used in Aboriginal ceremonies to symbolize a boy entering manhood.

Yurlunggur amassed a following of Greater Water and Dark Elementals to assist him. These Dark Elementals were of consciousness and sought to regroup after their section of the Dark Plane was overthrown. You can associate many of the different names for Yurlanggur as portions of himself that he sought to amass, which he attempted through the Dream Realm. The ancient powers that he wielded was such that still today portions of him remain in the Dream Realm believing themselves in an ever prolonged dream. Conscious Beings still can connect to these fragmented forms which

are incapable of realizing themselves. In Icelandic folklore, the Lagarfljótsormur or Lagarfljót worm is a lake monster purported to live in Lagarfljót, a lake by the town of Egilsstaðir is one such example.

For a time, some of his personalities became corrupted to truth. Here he represented in Hawaiian dragons such as Kihawahine, Kalamainuʻu, and Mo'o. As well as the Maori dragons scattered about known as Taniwha, yet these can easily be Greater Dark Elementals. He may have had a role in the extinction of some dinosaurs by destroying their nests and eggs seeking solitude before human expansion. It is usually said that He does not tolerate disorder or chaos. He is greatly feared even by other Gods and Goddesses (what we should know to be Greater Elementals). He seems to take pride in His destructive nature. He is known to have an rapacious appetite, devouring almost anything He comes across including human flesh and whole villages. One story tells of how He once wiped out an entire race of people after becoming offended by their laughter. It was said that He will sometimes answer the prayers of those who wish harm on others or themselves. He also seems to be able to transform into any other being including animals, humans, and other creatures both real and imaginary. He is also said to be able to change His size at will becoming either very large or tiny as He pleases. It is also said that He has control over the elements and can create whatever He wants including new worlds and dimensions.

Since Yurlunggur doe not function at full consciousness, he tends to slip in and out of true realization and has found contentment with The Rainbow Serpent myths. He has manifested a dimension of his own within the Dream Realm. I feel when the current wars within the Plane of Dark subside his brethren among the Dragon Council will assist him to gain full consciousness

again.

The Dragon of the Americas

Horned serpents appear in the oral history of numerous Native American cultures, especially in the Southeastern Woodlands and Great Lakes. The Horned Serpent is a type of underwater serpent covered with iridescent, crystalline scales and a single, large crystal on its forehead. Both the scales and crystals are prized for their powers of divination. The horns, called Chitto Gab-by, were used in medicine. Jackson Lewis, a Muscogee Creek informant to John R. Swanton, said, "This snake lives in the water has horns on his head and can sting you with his tail." Horned serpents are also found in Cherokee mythology where they are called Uktena. The Uktena is described as a giant snake with glittering scales and a shining crystal along its back. Cherokee stories say that the Uktena is so large that it can coil around a mountain and its eyes shine with the light of the sun. Horned serpents also appear in Iroquois mythology where they are known as Ononta. The Ononta is said to be an enormous water monster that can grow to be up to two miles long. It has a single horn on its head that it uses to pierce through anything in its way. Horned serpents are creatures of great power and mystery that have captivated the imaginations of Native Americans for centuries.

The Unhcegila are dangerous reptilian water monsters that lived in ancient times, according to Sioux belief. They were of various shapes, and the Thunderbirds destroyed them in the end, except for small species like snakes and lizards. This belief may have been inspired by finds of dinosaur fossils in Sioux tribal territory. The Thunderbird may have been inspired partly by finds of pterosaur skeletons. In addition, the Sioux people may have observed reptiles like crocodiles and alligators, which could have given rise to the

legend of the Unhcegila. Whatever the case may be, the legend of the Unhcegila is an important part of Sioux culture.

Many pre-Columbian civilizations established permanent or urban settlements, agriculture, and complex societal hierarchies. In North America, indigenous cultures in the Lower Mississippi Valley during the Middle Archaic period built complexes of multiple mounds, with several in Louisiana dated to 5600–5000 BP (3700 BC–3100 BC). Watson Brake is considered the oldest, multiple mound complex in the Americas, as it has been dated to 3500 BC. It and other Middle Archaic sites were built by pre-ceramic, hunter-gatherer societies. They preceded the better-known Poverty Point culture and its elaborate complex by nearly 2,000 years. The Mississippi Valley mound-building tradition extended into the Late Archaic period, longer than what later southeastern mound building dependent on sedentary, agricultural societies. Although often associated with the ancestors of the modern Choctaw and other related groups descended from the Mississippian culture traditions, trace elements in some classes of artifacts recovered from these sites indicate that other contemporaneous culture groups were interacting with these peoples at this time. These sites are now protected as part of different parks and museums.

I tell you this because the Dark Dragon initially connected to the civilizations within the Eastern Native American Cultures. Yet his journey to amass himself would take him throughout South and North American territories. Quetzalcóatl is a deity in Aztec culture and literature whose name means "Precious serpent" or "Quetzal-feathered Serpent". In the 17th century, Ixtlilxóchitl, a descendant of Aztec royalty and historian of the Nahua people, wrote, "Quetzalcoatl, in its literal sense, means 'serpent of precious feathers,

but in the allegorical sense, 'wisest of men. Quetzalcóatl was revered by the Aztecs as the bringer of civilization and knowledge. He was also associated with the planet Venus and considered to be the patron god of merchants and artisans. Quetzalcóatl was worshipped throughout Mesoamerica and illustrations of him can be found in a number of ancient manuscripts. In Aztec mythology, Quetzalcóatl was said to be born from the union of two gods: Coatlicue, the goddess of earth and fertility, and Tonacatecuhtli, the god of creation. Quetzalcóatl is often depicted as a feathered serpent or as a man with a snake's head. He is also sometimes shown as an old man with a beard. According to legend, Quetzalcóatl will return to Earth on the day known as "Four Wind", which will mark the end of the world. Quetzalcóatl is an important figure in Aztec culture and his story continues to be told in literature and art.

There are several stories about the birth of Quetzalcoatl. In a version of the myth, Quetzalcoatl was born by a virgin named Chimalman, to whom the god Onteol appeared in a dream. In another story, the virgin Chimalman conceived Quetzalcoatl by swallowing an emerald. A third story narrates that Chimalman was hit in the womb by an arrow shot by Mixcoatl and nine months later she gave birth to a child which was called Quetzalcoatl. A fourth story narrates that Quetzalcoatl was born from Coatlicue, who already had four hundred children who formed the stars of the Milky Way. The last story pointing us to the truth, for entrances to the Plane of Dark reside within Black Holes.

However before Quetzalcoatl, his most amassed form was the one we know as **Kukulkan.** Kukulkan is the name of a Mesoamerican serpent deity that was worshipped by the Yucatec Maya people of the Yucatán Peninsula

before the Spanish Conquest of the Yucatán. Kukulkan is closely related to the deity Q'uq'umatz of the K'iche' people and to Quetzalcoatl of Aztec mythology. Little is known of the mythology of this Pre-Columbian era deity. Although heavily Mexicanised, Kukulkan has his origins among the Maya of the Classic Period, when he was known as Waxaklahun Ubah Kan, the War Serpent. Kukulkan has also been identified as the Postclassic version of the Vision Serpent of Classic Maya art. Depictions of Kukulkan often show him with feathered wings, and he is sometimes shown as a plumed serpent. Kukulkan was an important deity in Maya cosmology, and he was often invoked in rituals involving agriculture and rainfall. The temple complex at Chichen Itza was dedicated to Kukulkan, and during the spring and autumn equinoxes, visitors to the site can still see shadows cast in the shape of a snake that slithers down the steps of the main pyramid. Today, Kukulkan is still revered by many indigenous peoples in Mesoamerica, and he continues to play an important role in their cultures and traditions.

He would be named by the Mesoamerican people as Kukulkan, but many other names would be a direct expression such as Quetzalcoatl and Ehecatl. There are perhaps many schools of thought fragmented about the Mesoamerican people. But we can say that this is because of how much of their history was aggressively destroyed after their conquering, primarily by the Spaniards. For they were a people that even honored the heritage of those they themselves internally conquered. The Mayan civilization dates back to 2600 BCE, making it one of the oldest Mesoamerican cultures. The Olmecs, another ancient Mesoamerican people, flourished from 1400-400 BCE. The Inca Empire reached its height in the 1200-1533 CE timeframe, before being conquered by the Spanish. Finally, the Aztec Empire was dominant in Mesoamerica from 1325-1521 CE, also falling to Spanish invaders. All of

these great civilizations developed complex societies with their own unique customs and beliefs. However, they also had some things in common, such as a love of art and architecture. They also all had elaborate systems of writing, which were used to record history, laws, and other important information. These ancient cultures are still studied today in order to learn more about the people who once inhabited this region. Though much was destroyed by the Spanish invasion.

It must be known that Kukulkan never supported the Mesoamerican’s belief in Bloodletting. It was a thing that was just contended with among the people. But since it was an activity that enhanced the culture's connection to their manifestation seeds it was overlooked, unfortunately. Bloodletting was drenched within their culture as far back as 7000 BCE. Kukulkan would originally manifest to them on the Dream Plane and they came to call him a Vision Serpent. When ready, he would manifest in physical forms to lead them. Yet again seeking out his True Seeds. It is said that he would often times give them tests, and if they should fail it would mean their civilization's destruction. One of these tests mentioned is when the great flood occurred. It is said that all who did not pass were lost in the great deluge'. It is for this reason, among others, that the Mayapeople respect Kukulkan and give him offerings of jadeite and copal. For it is believed that if they should keep him happy then he will keep their civilization safe from harm. It has even been said by some modern day Mesoamericans that Kukulkan will soon return to save them from the impending doom of December 21st, 2012. Consequently, whether or not one believes this, it is still important to remember and respectively take into account the fact that the feathered serpent played, and still does play, a large role in Mesoamerican culture.

He would later take on something few Greater Beings ever had to contend with. One of his true seeds had become a Sub-Servant to that of a Greater Chaotic Fire Elemental, whom we name Huitzilopochtli. Kukulkan's fragment known as Xiuhcoatl was never fully conceived by the Mystics, they believed it to be a spirit form of The Elemental. Kukulkan would support the uprising of Huitzilopochtli in hopes of reaching his Lost Seed and awakening it. But as we have seen this took the culture into a spiral. The once great Maya people were cast into darkness, their god forsaken. After his defeat, Kukulkan would distance himself from the seed he birthed, letting it grow and learn on its own. He would remain an outsider, only visiting when he felt it was absolutely necessary. Though some say he regrets his actions, no one truly knows what goes on inside the Great Serpent's mind.

In Aztec mythology, Huitzilopochtli is the deity of war, sun, human sacrifice, and the patron of the city of Tenochtitlan. He was also the tribal god of the Mexicas, also known as the Aztecs, of Tenochtitlan. Many in the pantheon of deities of the Aztecs were inclined to have a fondness for a particular aspect of warfare. However, Huitzilopochtli was known as the primary god of war in ancient Mexico. Since he was the patron god of the Mexica, he was credited with both the victories and defeats that the Mexica people had on the battlefield. The people had to make sacrifices to him protect the Aztecs from the infinite night. He wielded **Xiuhcoatl**, the fire serpent (**and fragmented soul of Kukulkan**), as a weapon, thus also controlled fire and lightning. In artworks, he was depicted as wearing Huitzilopochtli blue armor and carrying a weapon called an atlatl. The atlatl was a spear-thrower that gave him greater power and accuracy when hurling his spear. As his cult continued to grow, so did human sacrifice in honor of Huitzilopochtli. While it is unknown how many people were sacrificed in his name, it is estimated that thousands of

hearts were offered to him each year. The heart was seen as te proof of bravery in battle and therefore a suitable offering to Huitzilopochtli. Hearts were also seen as a source of strength and power for Huitzilopochtli, which is why they were so highly prized by him.

Kukulkan was left to watch as his once proud civilization went into corrupted ruin through massive bloodshed. It wasn't until the Spanish invasion that Huitzilopochtli was truly weakened enough for Kukulkan to finally break Xiuhcoatl free from Huitzilopochtli's control. Merged back as a whole soul once again, Kukulkan would leave the Mesoamerica's yet promised to one day return. Kukulkan's final act before leaving was to give the people of Mesoamerica the gift of prosperous lands to always produce. Kukulkan had hoped that by giving them this gift, they would remember him and the hoped he had given them a better future. Sadly, over time, Kukulkan's story was forgotten and his gift turned into a symbol of oppression for the people of Mesoamerica. But, even though he is gone, Kukulkan's spirit still lives on in those who remember him and carry on his legacy.

The Middle Eastern Dragon

The Dark Dragon that stayed within the Dark Plane was tasked with guiding the other Dark Dragons through their reincarnations. This began as a positive beginning as this Dark Dragon truly believed that they were doing what was best within the universal design. Over time, and throughout the universe She oversaw her brother’s growth. Yet she would also take on their struggles and would begin to waver in her belief in conscious expansion. She would begin a campaign of seeking to control the human civilizations in hopes of freeing her brothers. This began in the earliest Babylonian texts as the one we’ve come to know as **Tiamat**.

In the Enûma Elish, the Babylonian epic of creation, Tiamat bears the first generation of deities; her husband, Apsu, correctly assuming that they are planning to kill him and usurp his throne, later makes war upon them and is killed. Enraged, she also wars upon her husband's murderers, taking on the form of a massive sea dragon. She is then slain by Enki's son, the storm-god Marduk, but not before she had brought forth the monsters of the Mesopotamian pantheon, including the first dragons, whose bodies she filled with "poison instead of blood". Marduk then forms the heavens and the Earth from her divided body. Tiamat's role in the Enuma Elish is often compared to that of Chaos in Greek mythology or Hundun in Chinese mythology. Like them, she embodies the primordial abyss from which all things emerge. However, unlike Chaos or Hundun, who are usually seen as benevolent or neutral forces, Tiamat is almost always portrayed as an evil being who must be destroyed in order for creation to occur. This may be due to her association with death and destruction: in Babylonian mythology, eggs were often thrown into graves during funerals as a symbol of new life emerging from death. Tiamat may thus represent the dark depths of the underworld where souls go after death. In this light, her defeat by Marduk can be seen as a victory of life over death and light over darkness.

In ancient Mesopotamian religion, Tiamat is the Chaos Monster, a primordial goddess who personifies the ocean. She is usually described as a sea serpent or dragon, although some scholars have argued that she was not necessarily always conceived as such. The Enûma Elish, an ancient Mesopotamian creation myth, states that Tiamat gave birth to dragons, serpents, scorpion men, merfolk, and other monsters. While her exact form is unknown, she is generally considered to be a symbol of chaos and destruction. In some

stories, she is defeated by a heroic god who brings order to the world; in others, she persists as an embodiment of primal chaos. Regardless of how she is portrayed, Tiamat remains an important figure in Mesopotamian mythology.

Absu (or Abzu) , is the personification of the Plane of Dark. It is through their struggles when Chaos entered this plane that much of their corruption had begun. With only the two left to protect this plane, and the other three Dark Dragons attempting to reassemble within the universe, none clearly foresaw this. Tiamats lose of consciousness permitted Chaos to take root and infest her concepts of truth. Her creations would take on this chaotic corruption and subdue Absu, temporarily corrupting him as well. We know this story as the one in the Cuneiform Tablets, the deity Enki (later Ea) believed correctly that Apsu was planning to murder the younger deities, upset with the noisy tumult they created, and so captured him and held him prisoner beneath his temple. Absu would later free himself and take to fighting the infected part of his Plane.

The story of how Tiamat was defeated by Marduk is well known, but the true story is far more complex. In reality, it was a battle between the Greater Dark Elemental forces and Tiamat herself. The Elementals reached out to the other Dark Dragons here on Earth, lead by Ryu from the East. Together, they were able to stave off Tiamat's onslaught. However, Ryu would later be misinterpreted as Marduk in the story. The true story of the battle is one that is not often told, but it is an important part of history nonetheless.

The planet we live on is said to be formed from the remains of a great dragon known as Tiamat. Legend has it that her fragmented remains were strewn

across the globe, giving rise to the land and oceans. Yet in reality, her fragments merged into our evolutionary cycles. Consciousness knows that Tiamat is still alive, in some sense, and that her scattered remains are slowly but surely coalescing back into their original form. It is also theorized that some of her fragments have gained consciousness and are resisting her reconstitution. The most collected amassing of her form is also said to be hidden within a self-created dimension, for she is not permitted into the Plane of Dark at this time. It is not known if the battle that still rages is, influenced by her in any way.

Other Dragons in History

Its unfathomable to fully comprehend the how many Greater Beings and Entities truly knew of the Dragon Council. But it is certain that many of them sought to partake on manipulating human civilizations into believing that they were dragons. The four Dark Dragons are the only real Dragons that have come to earth, though it is conceived that many of their Fragmented Souls could have been scattered in many places here on earth. Through the various Dragon, Serpent, and Snake Worshipers in history we clearly see the influence they had still today. Yet we also now can see why belief structures rose up and sought to stamp them out of history, making them things of complete evil.

Dragons of Light

As was stated, the Dragons of Light chose to become Perfected Beings. They reside within the upper Planes of Light and are closest to what we call The Conscious-Life Stream. They may at times move about the universe in Avatar Forms, yet I have not the consciousness to conceive what would move them to do so. They mostly commune through consciousnesses capable of

receiving them, I can only think of the most revered among us that may have possessed such capabilities. They commune more directly through their reflections, which are the Light Beings that reside there.

In order to comprehend the Planes and our place within it, I will give us the beginning levels. We tend to view these areas as dimensions yet they are much more than our current concepts of them. At the highest point would be the Plane of Light, for understanding, imagine this as a diamond shape. At the bottom point would be another diamond shape, we conceive this as the Plane of Dark and the opposition to Light. At the bottom point to the Plane of Dark is the next diamond shape, this is known as the Realm of Order. This order signifies the wall that was formed to block Chaos from the elements, we can add two diamonds of Order to the left and right to conceive this. Chaos could be viewed as the fill-in under Orders wall. Light, Dark, Order, and Chaos make up the structuring of our universe and the creation of life.

From the Plane of Dark left point we connect the Plane of Holy as a diamond, to the right point of the Plane of Dark we connect the Plane of Psyche as a diamond as well. Though these plane started manifesting, they would not gain inhabitants until the elements reached higher forms. The lower left face of the Plane of Dark, the Plane of Earth is represented as a diamond, to the left point of Earth we connect the Plane of Fire as a diamond. This Left half represents the direct influence of the Source of Consciousness. The lower right face of the Plane of Dark, the Plane of Water is represented as a diamond, to the right point of Water we connect the Plane of Air as a diamond. This Right half represents the direct influence of the Universal Mind. This represents the building blocks for Sentient Life. Once the Elemental Planes developed Greater Beings, the next stage of their

development advanced and became Higher Elementals that resided in higher planes such as Holy and Psyche. The Higher Planes of Holy and Psyche are vast and many dimensions exist within that host many of the Greater Elementals of all elements. It is here where our deities and gods hail from, that tend to support the greater good.

Communicating to the Dragon Council

Only the most evolved consciousness can communicate to these Beings of Perfected and Greater status. Those among them that are Perfected Beings, exist within a consciousness we have yet to fully fathom. This existence is similar to what we conceive of as “bliss”, yet not with the concept of emotional attachments. These Perfected Beings are at one with the pulse of this universe as a whole. Whereas the Omni-Conscious and it’s Reflections are conscious active participants and the movers of conscious expansion, they do not on most occasions communicate to beings in development. They will however give insights to the Dragon Council to interpret, this interpretation is what we see within the known universe. The Dragon Council deciphers these meanings, then attempts to place them in action through the Order of Light. The Order of Light then also attempts to decipher these understandings in considering their own conscious levels. The more conscious a being is, determines their ability to realize the direction and actions to be taken. These actions may take root and never see fruition for generations in considering earth, and can be thwarted by others capable of realizing what is attempting to manifest. And so, these realizations are rarely given to lesser consciousness. For what lesser consciousness realizes, stands the possibility of falling into the Demiurge grasp.

The Order of Light

These Light Beings appear throughout the totality of earths evolution, it is only the humans current conscious levels that misperceived them. The personae fits closest to our understandings of Messengers, and not what we conceive of as Angels. They can be directly influential in human affairs, and move about with no hindrances. For the most part they will not physically interfere in the experiences we have here on earth, for they serve a higher calling and see all actions as needed growth. Since death is illusion to truth, it will be seen as non-concerning to these beings. The only peoples of earth's origin to be embraced by them were the White Magicians of the Alantean Era. These White Magicians now evolved to what we call the Pleiadians, reside within the lower Plane of Light as guardians of the Infinity Stream. The Infinity Stream is a place where conscious beings reprocess through lifetimes.

Light Beings, are different from elementals in that they understand the ways of humanoids and are champions of good and order. Light beings always appear as beings glowing with a golden or white light and beautiful to behold. They use magic and will appear differently to everyone who sees them. Every person will see the spirit of light in the image that he expects an angel or spirit of good to look like. The stereotype mystic being with white, feathered wings is pretty typical. Light beings are associated with symbols of light, truth, justice, and righteousness. They use their powers for the benefit of others and fight against evil forces. Light beings are benefactors and helpers who can be called upon for assistance in times of need. This is in

considering a consciousness that can truly realize them and not the collection of beings that they are mistaken for.

Like other supernatural forces, they are drawn to places of incredible mystic energy and/or turmoil. Some believe that they are linked to an elemental dimension while travelling, while others believe that they are linked to elemental forces. Regardless of their origins, spirits of light are typically associated with good alignments. They oppose all the so-called gods of darkness and beings of supernatural evil. However, dark spirits, renegades, and outcasts corrupted by the forces of evil do exist. Consequently, not all spirits of light are necessarily good. Some may be neutral or even evil alignments, however those that are corrupted are outcast from the Plane of Light. It is here, and not what we conceive of as Heaven, that Yahweh and Lucifer hailed from. They were both Beings of a Higher Order than the Plane of Holy, where angels derived from.

Light Beings are rare and will often provide aid to mortals in the form of healing, information, encouragement, inspiration, or direction. They may also offer their services in times of need or in protecting innocent people. In some cases, they may even combat the forces of evil themselves or ally themselves with mortal champions of good to thwart evil. It is speculated that one likely reason for their hesitation in taking more direct intervention is that they are the last of a dying race and their numbers are few and scattered throughout the universe. But we know this now as that they are above many conflicts that occur within the universe and reside in a consciousness that perceives on a much larger scale.

Light Being's directives are mostly from the Dragons of Light as they

interpret the will of the Omni-Conscious through its reflections, the Source of Consciousness, and the Universal Mind. Those that are neutral, tend not to be utilized as much due to the possibility of non-compliance. While those who have been considered evil, are only considered a threat should they hinder conscious progression. The Light Beings collaborate with different races of intelligent beings throughout the cosmos and beyond. They are aligned with the highest good for all and support harmony, balance, and peace. The Light Beings work with individuals who have Lightbody Recipes encoded in their Lightbody that is awaiting activation. These individuals volunteered before incarnating into human form to help with the planetary ascension process. The Light Beings assist them in accessing higher dimensional knowledge and abilities so they can fulfill their mission while here on Earth. Some of the ways they do this is by providing guidance through dreams, synchronicities, and intuition. They also offer protection from negative influences and help to raise the vibrational frequency of humanity as a whole. When we connect with the Light Beings, we open ourselves up to infinite possibilities and limitless potential. We remember who we truly are - magnificent beings of light - and we step into our power to create conscious expansion within the universe.

Many of the Light orientated Deities that have existed here on earth were of the neutral aligned Light Being, as they assisted our evolution in different ways. Some known Light Beings are **Khepri** is a scarab-faced god in ancient Egyptian religion who represents the rising or morning sun. By extension, he can also represent creation and the renewal of life according to some authorities. **Magec**, "possesses radiance" or "mother of brightness" in Tenerife, was a deity in ancient Berber mythology worshiped by Guanches.. He or she was the god or goddess (actual gender is unknown) of the Sun and

the light and was also thought to be one of the principal divinities in Guanche religion prior to Spanish colonization . According to legend, Magec was captured by Guayotaand held prisoner inside Teide; Magec was later liberated by Achamán. **Ushas** is a Vedic goddess of dawn in Hinduism stated David Kinsley.She repeatedly appears in the Rigvedic hymns where she is "consistently identified with the dawn , revealing herself with each new day". In these hymns , Ushas is taken as "the visible manifestation" Ṛta (literally "that which is properly/excellently joined ; order , rule ; truth "), a concept discussed extensively in Vedic literature . Ushasis etymologically related to t he words for " morning ", such Sanskrit Usman meaning both " east " and " morning luster ". Some other names for her are Aja (" unborn ") and Anala (" fire").

This opened a path for other Light Beings to later consider. The **Thesan** was the Etruscan goddess of the dawn, divination, and childbirth. She was also associated with the generation of life. The Thesan was especially worshiped at Caere and the city’s harbor Pyrgi. The Thesan was depicted with wings and sometimes nude, such as a clay acroterium from Astrone valley. The Thesan is an important part of Etruscan mythology and religion. **Baldr** is a god in Germanic mythology and in Norse mythology. He was best known for his dramatic death, which heralds the coming of Ragnarök, the end of the age of the Norse gods, and the Rebirth of the world. Baldr was associated with light, wisdom, and courage. His name might mean "Lord" but is also associated with "day" and "courage". Scholars continue to debate the name’s meaning but generally seem to accept the mythographer Jakob Grimm’s claim that it means "shining" or "shining one". Baldr was the son of Odin and Frigg. Baldr's mother had a dream in which her son was killed. She asked all things to swear not to hurt Baldr and they did so except for mistletoe because

it was too young to understand. Loki learned of this and made a spear from mistletoe and gave it to Baldr's blind brother Hodr who then unwittingly killed Baldr with it. Baldr's death caused great grief to all as he was much loved. When Baldr died, Hermod rode to Hel to try and persuade her to let Baldr return to Asgard. Hel agreed to do so if everything in the world both dead and alive would weep for Baldr. All did except a giantess named Thokk who some believe may have been Loki in disguise. As a result, Baldr remained in Hel. The story ends with a promise that Baldr will be reunited with his loved ones after Ragnarök when Valhalla is destroyed and the world is reborn anew.

Dazhbog was one of the major gods of Slavic mythology, most likely a solar deity and possibly a cultural hero. He is one of several authentic Slavic gods, mentioned in a number of medieval manuscripts, and one of the few Slavic gods for which evidence of worship can be found in all Slavic tribes. Dazhbog (or Dazhboh) is mentioned in the Primary Chronicle, a history of early Kievan Rus' as one of seven gods whose statues Prince Vladimir the Great erected in front of his palace in Kiev in 980, when he came to the throne. The name is also mentioned in the Hypatian Codex, as well as in the medieval Old East Slavic epic The Tale of Igor's Campaign. Dazhbog was thus an important figure in Slavic religion and mythology, and his worship was widespread among the Slavic peoples.

Apollo is one of the Olympian deities in classical Greek and Roman religion. Apollo is known as a god of many things, including archery, music, dance, truth, prophecy, and healing. Apollo is also known as the Sun god and the light god. He is often seen as the most beautiful of all the Greek gods. Apollo is the son of Zeus and Leto, and he has a twin sister named Artemis. Apollo

is considered to be the most Greek of all the gods because he embodies so many of the qualities that are associated with Greece. Apollo is a very important god in both Greek and Roman mythology, and he continues to be revered by many people today.

These Light Beings took great interest in the growing civilizations and allowed myths to develop unhindered. They kept communion with the growing Pantheons, and allowed them their disillusions that they were Deities. For they existed above their consciousness and knew well that many were Greater Elementals feeding off the manifested powers of their followers. They were given the command to leave just prior to the birth of Christianity. For they did something which upset the balance here on earth, and was against Absolute Law… The Pleiadians were then asked to assist at this point by the Dragons of Light. The Pleiadians had already assisted a group within the Indus Valley, there they laid the groundwork for an evolved form of understanding to take root centuries before. This was discussed in my fourth book, **Universal Consciousness, The Ultimate Guide**.

The Abrahamic religions are a group of monotheistic faiths that share a common origin in the biblical figure of Abraham. These include Judaism, Christianity, and Islam, as well as several smaller religions such as the Druze and Baha'i. While these religions have many shared beliefs, they also have significant doctrinal differences. For instance, Jews do not believe that Jesus was the Messiah, while Christians revere him as a divine figure. And while Muslims consider both Moses and Jesus to be prophets, they view Muhammad as the final and greatest prophet. As a result of these differences, the Abrahamic religions have diverged significantly over the centuries. But despite their many disagreements, all of these faiths continue to uphold the

central principle of monotheism: that there is only one true God. Yet not fully coming to the realization that this one God possesses very different personae throughout evolution. There is just one fact, if a Being is not perfect, then they are not a Perfected Being, and then they can only exist within our own evolution.

Yahweh and Lucifer are not Perfected Beings. They however have a greater amassing of their true seeds than all others that still exist here. Yet their callings had very different paths, that at times tended to converge upon one another. The true Seraphim are the Dragon of Light that left the Holy Beings once Yahweh first began assisting them in their growth. The leaders of the Holy Hierarchy, in an attempt to keep up appearances, took on the titles of Seraphim. This has added deep confusion to mystics when tapping into the conscious understanding of Seraphim. When studying the conscious understanding of Seraphim, it is important to remember that there is a difference between the true Seraphim and the leaders of the Holy Hierarchy who took on the title. The true Seraphim are a Dragon of Light that is no longer with the Holy Beings, while the latter are leaders who merely took on the title in order to keep up appearances. Keep this in mind when delving into the conscious understanding of Seraphim so as not to get confused.

The Seraphim, get their name from the Hebrew word “Seraph,” which means “to burn.” tracing the origins of the word reveals even more about these celestial beings. The Hebrew word “Saraph” means “venomous desert snake.” In ancient Egypt, people referred to the cobra as “the flaming one.” Its icon was called Uraeus, and it usually adorned the Pharoah’s headpiece. This connection to fire and snakes is reflective of the Seraphim’s relationship to God. They are known as the highest order of angels and closest to God's

throne. Yet Consciousness knows this to be the Dragon Council and Light Beings that are closest to God as we perceive it. Just as a snake is venomous and feared by many, the Seraphim are powerful beings that instill both dread and awe. Consequently, it is no surprise that the name Seraphim has such rich historical influences.

The Order of Light has always lead the Holy Hierarchy in a very prosperous and caring way. Over an unaccountable amount of time, the Holy Hierarchy has developed into truly faithful and good civilizations which has always balanced the universe. There has been times when this faith was tested, **the first** would have been when Yahweh was asked to leave the Holy Beings by the Dragon Council. Yahweh was asked to incarnate within the Psyche Plane and experience consciousness through the Universal Minds commands. Yahweh, being primarily guided by the Source of Consciousness found this to be a hard decision at first. Though after a few reincarnation there, felt at home with the structure and logic. He re-amassed himself over another unaccountable amount of time, but to us, we pin-point this around the forming of our Solar System. Our Solar System is a Perfected Being, and the first to achieve this within our galaxy at the time. Tasked with advancing conscious expansion, he and the other Solar Lords would beseech Yahweh to birth consciousness here on the still forming earth. His experience gained through amassing himself through both Reflections of the Omni-Conscious would seed a new sentient being in the known universe. Joining the Source of Consciousness and the Universal Mind in a single form and capable of superseding all prior life. This decision would also place Yahweh back into the physical universe, where he would have to start fresh for a third time.

To fathom that cosmological Beings are still the longest lived Beings among

all of the Collective Universe, is to gain some insight into how much longer their awakening process is. Consequently, this also holds the greatest rewards if conscious awakening is achieved. This was what was to be considered by Yahweh. For once he committed to becoming our Planetary Logo, he also would become interlocked with the collective consciousness on this planet. As consciousness prospers, so does he. Adversely, if consciousness is lost among us, he too will fluctuate and may even become corrupted. He would spend ages in a sleep-like state during our beginning root races as we were slowly solidifying, in essence he was manifesting. As existence played out here on earth, he would amass enough of himself to awaken and push consciousness forward. This was only when conditions were ripen to do such, for we always have a tendency to believe ourselves individuals.

The earth cycles that are spoken of in Ancient Wisdom and Theosophy is much deeper than many Conscious Mystics could fully grasp. It is more complete than calling upon your Christ Form which the Tetragrammaton speaks of. True Christ Consciousness is not something that we call upon, it is that which **we are**. Because of this, some have reached these depths of truths and have taken on Yahweh's personae. Or better put, they have become a vessel for Yahweh to awaken through. **A True Vessel of Yahweh** is one among earth's sentience that has gained the consciousness and has pierced the depths of Absolute Truth. This is achieved through complete acceptance of themselves as a whole upon the planet. This Vessel possesses a love for all which is complete, for the **All becomes the Self**. There is no consideration of oppositions, yet this concept does have various stages to become complete as Yahweh awakens to a world of internal conflict. The Buddha, Siddhartha Gautama was the closest we have come to this so far.

In considering the Being known as Jesus of Nazareth, many events must be understood. The Order of Light which had been present here on earth took it upon themselves to Instill a birth with a forced ripen consciousness. One created to receive Yahweh from birth, and not achieve this through the natural process of conscious experience. Though events seemed bleak to their concepts, they lost trust in the Absolute Law that all is for a purpose. The Dragon Council called them back to the Plane of Light, yet events were set in place and they awakened the Demiurge was its slumber.

There is no single identifying factor that all Gnostics share in regards to their views on Jesus Christ. While some Gnostics believe that Jesus was an embodiment of the supreme being who became incarnate to bring gnosis to the earth, others adamantly deny that the supreme being ever came in the flesh. Some even go so far as to claim that Jesus was merely a human who attained enlightenment through gnosis and taught his disciples to do the same. Among the Mandaeans, Jesus was considered a mšiha kdaba or "false messiah" who perverted the teachings entrusted to him by John the Baptist. Still, other traditions identify Mani and Seth, the third son of Adam and Eve, as salvific figures. In short, there is no one answer to the question of who or what Jesus Christ is in Gnostic thought. Each individual or group is free to interpret the figure of Christ according to their own beliefs and experiences.

The man called Jesus was brought into this existence as a Greater Being, but was also initially lost without guidance. Born ripened to awaken Yahweh, yet without a clear understanding why this was so. He was left open to the onslaught of corruption as well, and could have just as easily been taken over by the Demiurge. His struggles and disappearance from historical documents signified his learning and experiencing earth for the first time. As we well

know, he found Yahweh and accepted the awakening. Earth was left feeling the effects of this forced event as mystics arose and attempted to piece together what they perceived.

The second war that the Order of Light was involved in was in association with Lucifer, who is now a rebel to the Order of Light. Lucifer, who is now hidden within earth's evolution, opened dimensions that would mimic earth's belief structures. He and his direct followers would fool the humans into believing that they were Yahweh and begin using this false view to feed off humans manifestation powers. The Order of Light could only assist in human development and hope that they were capable of outgrowing the Luciferian Agenda. However, there was little the Order of Light could do but assist in human development and watch. Consequently, the Order of Light's involvement in this war was limited. Earth is slowly only now awakening to this truth.

Lucifer would manifest another personae we've come to know as Satan. This allowed for Lucifer to hide his true nature from earth, as they now invented stories through the mystics of each era. There would be a continued struggle within Christianity as the Luciferian Agenda attempted to take it over. The roots are deep, as this still continues to show itself still today within the branches of this religion. The Order of Light only on few occasions are able to connect when the most conscious within this religion when they seek them through truth. The Order of Light now works solely through the Holy Hierarchy.

The Soular Lords

There are many interpretations of this order, the one most misconceived is in it’s fundamental writing. For the title Solar Lords hold a very different meaning to the consciousness/minds which attempt to understand it. This is currently collectively understood through Theosophy, as they have begun to unify the many past beliefs. In the Occult Hierarchy, the three greatest Adepts form a Triangle of the forces of the Solar Logos. They are the Lord of the World, the Buddha, and the Mahachohan. Each is an embodiment of the power and nature of the First Logos, Second Logos, and Third Logos respectively. On each globe of the seven rounds of our earth Chain, such a Triangle directs the operation of evolutionary forces. During the period when the Life Wave manifests on a globe, there are three Lords of the World, seven Buddhas, and an undisclosed number of Mahachohans. This Triangle is responsible for guiding humanity's evolution by directing various spiritual energies towards us. By doing so, we are able to grow spiritually and eventually reach enlightenment.

Though the office of Buddha has been held by Adepts from other systems in the long past, it was the Lord Gautama Buddha who was the first of our Humanity to reach that level. His story as told in Buddhist books, of His action of will and renunciation, is confirmed by the Adepts as being mostly true. This means that we too have the potential to reach that level, through developing will and renouncing attachment to things of this world. It is a difficult path, but one that is possible for us to follow.

There is much confusion surrounding the Solar Lords. Many people believe

that they are a group of Solar Beings who oversee our progress here on earth. Yet, for these Greater Beings, they generally oversee the portions of systems that they reside within. They can sometimes come together to deter a greater threat, but they are generally concerned with their own domains. The Solar Lords are not to be confused with the Soular Lords, who are our main guides and protectors. The Solar Lords are Higher Beings who exist on a different plane of existence. They may help us evolve spiritually and to assist in the planetary ascension process, but do not interfere with the Hierarchies. Although they are not as intimately involved in our lives as the Soular Lords, they still play an important role in our spiritual development. We should not seek to contact them directly, but we can invoke their energy and assistance through meditation and prayer. By doing so, we align ourselves with their high vibrational frequencies and open ourselves up to receive their guidance. In this way, we can begin to experience the beneficial effects of working with the Solar Lords.

Soular Lords are commonly misrepresented as Sun Gods among our civilizations. The Egyptian god **Ra** was one of the most important gods in the ancient world. He was often depicted as a sun god, and his name was associated with the sun. Ra was believed to be the creator of the universe, and he was also associated with the heat, light, and life-giving power of the sun. Ra was often portrayed as a falcon-headed man, and he was sometimes shown holding an ankh, which was a symbol of life. Ra was also associated with the eye of Horus, which was another important symbol in Egyptian religion. Ra being the true first Soular Lord, while the latter version of Ra being that of the true Murduk, which was the son of Enki and of the Anunnaki. Murduk latter being misconceived in the form of the Dark Dragon spoken of in earlier chapters. The Greek god **Dionysus** was also considered

to be a god of the sun. He was associated with the grape harvest, and his name was often used as a metaphor for wine. Dionysus was also believed to be a bringer of peace and joy, and he was often portrayed as a young man with a crown of grapes or ivy. The Hebrew Lawgiver known as **Moses** was another important figure in ancient religion. Moses is best known for leading the Israelites out of slavery in Egypt. However, Moses was also an important and he is credited with writing the Ten Commandments. Moses was often depicted as an old man with a beard, and he was usually shown holding a staff or rod. It should be known that this Being took many forms and represented being a lawgiver to many past civilizations. Such as Manou in India, Minos in Crete, and Mises in Egypt. The Mesopotamian god **Tammuzwas** also known as a god of fertility and agriculture. He was often depicted as a young man holding ears of grain or plants. Tammuzwas also associated with shepherds, and his name is sometimes used as a metaphor for sheep or flock. These are just some of the many great world teachers who have been honored throughout history. Each has their own unique story, legend, and symbolism.These stories provide us with insight into the past and help us to understand the present.

Perhaps another reason for this misunderstanding is that these Soular Lords take direction from our Solar Logos, who is a Perfected Being and Prefector or Overseer to conscious expansion within this galaxy. This Solar Logos, has taken many names but no longer partakes in self-expansion as a Perfected Being. **Helios** (now his preferred name) is the god of the sun in ancient Greek mythology. He is depicted as a handsome young man driving a chariot across the sky, pulled by four white horses. The horses are said to represent the four seasons, or the four corners of the globe. Helios is also sometimes depicted with wings, or with a solar disk on his head. In early depictions, he is often

shown carrying a torch or firebrand, symbolizing the sun's rays. Helios was said to travel from east to west each day, crossing the sky in a linear path. He was not thought to orbit around a spherical Earth, as people in the ancient world did not envision the Earth as a globe. The chariot and horses are mentioned by neither Homer nor Hesiod, who are the earliest sources for Helios' myths. Although the chariot is usually said to be the work of Hephaestus, Hyginus states that it was Helios himself who built it.

It should be realized that Helios is yet still a young Perfected Being and has the personae of a joyous youthful man. Yet still as a young Perfected Being he has more collective consciousness than all within this region of the galaxy. There has been times when the Soular Lords come into conflict with the Solar Logos directives, but this is only because of the differences in conscious levels. There has never been conflict between the Solar Logos Helios and the Reverend Planetary Logos Yahweh, for they appear to work in complete harmony from a conscious viewpoint.

The Soular Lords do possess a structure within their order, it is formed by the multitudes of Greater Beings that still continue to grow within this region. In theosophical thought, Solar Pitris are advanced beings who provided humanity with intellect during the third Root Race. They are also known as Agnishvāttas, Mānasaputras, Lords of the Flame, Lords of Wisdom, Sons of Fire, Sons of Wisdom, Solar Angels, Holy Sons, Sons of Mind, and Mind-born Sons. Solar Pitris are said to have originated in the Sun. From there, they descended to Earth to bestow mind and intelligence upon humanity. Theosophists believe that each human being has a Solar Angel or Holy Son who guides and protects them. These beings are our link to the divine source of all life. Solar Pitris are believed to be superintendents of nature. They help

to maintain the harmony and balance of the universe. They are also said to be the guardians of truth and wisdom. Theosophists believe that Solar Pitris will one day return to Earth to help humanity achieve enlightenment. Until then, they continue to watch over us and guide us on our journey towards spiritual liberation.

It must be noted that it was these Greater Beings wish to continue to assist in conscious expansion. They come and go throughout our time lines because they at time decide to take on reincarnations to further their own personal expansion. Because of this, the only Being that partially takes on organizing the Soular Lords is the Solar Logos. There is a great many Soular Lords working far beyond our planet, and throughout many dimensions. Only the Solar Logos can conceive how many there are.

Communicating to the Soular Lords

This will consist of performing the ceremonies that would be performed as if they were still gods. The connections and blessing they imparted where given freely. However, one must know that if any ceremony that honors them possesses any blood sacrifice, then this is not a Soular Lord. This speaks to the conflict when Dark Entities sought to sway us away from these Beings and misguide us.

The Holy Hierarchy

Angels are organized into several orders, or "Angelic Choirs". The highest-ranking choirs are those closest to God: Seraphim, Cherubim, and Thrones. Lower-ranking choirs include Dominions, Powers, Virtues, and Principalities. The lowest ranking choirs are Archangels and Angels. Many Christians believe that there are also fallen angels, who were once part of God's army but rebelled against him. While angels are often portrayed as having wings, this is not always the case in religious texts. Angels are also often described as being radiant and luminescent, and they are sometimes said to be able to assume human form. Angels play an important role in Christianity, acting as messengers between God and humans. They also act as protectors and guides for humans on their journey towards salvation.

The First Sphere of Angels, according to Pseudo-Dionysius, are those who see and worship God directly. They are also responsible for communicating his will to angels who are closer to the life of man, such as the **Seraphim** and **Cherubim**. These angels are said to be incredibly close to God, and as such, their primary purpose is to praise and glorify him. They are also tasked with helping to ensure that his will is carried out throughout the universe. In many ways, the first sphere of angels can be seen as the most important, as they are closest to God and play a vital role in his communication with the rest of creation. This should now be realized as directives given to the Holy Hierarchy from The Order of Light. As so too, the Order of Light gets their directives from the Dragon Council. This should not be considered direct communication, for one directive could be manifested throughout hundreds of even thousands of earth years to see fruition. It would be up to the Order of

Light to impart this to the Holy Hierarchy, since they are capable of directly connect to the physical universe and sentience.

The Second Sphere of Angels consists of the Dominations, also known as the Lordships, Virtues, and Powers (known also as Authorities). The **Dominations** are responsible for governing the lower angels and overseeing the duties of all celestial beings. They very rarely make themselves known to humans. The **Virtues** are in charge of the elements and play a role in miracles. They also encourage humans to stay strong in their faith. In The Etymologies of Isidore of Seville, the **Powers** are given their name because they are angels who have power over evil forces. These Angels are able to restrain evil forces to keep them from doing harm. The Powers, specifically, are given their authority by God to oversee the movement of the celestial bodies and ensure that they remain in their proper place. In this way, the Powers maintain the cosmic order and prevent chaos. Additionally, the Powers also have the duty of guiding human souls to heaven after death. Thus, the Powers are important figures in both the heavenly and earthly realms, and their authority is essential to maintaining order and preventing chaos.The Second Sphere is a vital part of the angelic hierarchy and aids in the governance of all creation.

The Third Sphere of Angels are call The Principalities, also known as Princedoms and Rulers, are a class of angels that are responsible for guiding and protecting nations, groups of people, and institutions such as the Church. **Archangels** and **Angels** reside within this Third Sphere. These angels preside over the bands of angels that are assigned to carry out the divine ministry. Some of them administer while others assist. The term "rule" is used in reference to the Principalities in Ephesians 1:21, and "rulers" and

"authorities" in Ephesians 3:10. This shows that they are responsible for governing and exercising authority over those entrusted to their care. In addition to their responsibilities, the Principalities also have a role in intercessory prayer. They offer up prayers on behalf of those who are under their protection and intercede with God on their behalf. Consequently, the Principalities play an important role in both the earthly and spiritual realms.

Seven Highest Archangels
Michael - (Who is Like God) - Justice (also Humility, Faith, and Charity)
Gabriel - (God is My Strength) - Faith (also Kindness and Diligence)
Raphael - (God Heals) - Temperance (also Justice and Humility)
Uriel - (God is My Light) - Wisdom (also Retribution and Chastity)
Jophiel - (Beauty of God) - Patience (also Beauty, Hope, and Wisdom)
Camael - (One Who Sees God) - Fortitude (also Love and Charity)
Zadkiel (Righteousness of God) - Loyalty (also Righteousness)

Archangel Michael is one of the most well-known and respected angels in Christianity. He is often depicted as a powerful warrior, and his name means "who is like God." In the Bible, Archangel Michael is associated with the defeat of Lucifer, and he is also the angel who appeared to Moses in the burning bush. Archangel Michael is considered to be a protector and a guide, and he is thought to be the guardian angel of the Jewish people. Christians believe that Archangel Michael will ultimately triumph over evil, and he is often invoked during times of trouble or danger. For many Christians, Archangel Michael is a source of strength and hope.

Archangel Gabriel is most commonly associated with the Annunciation, when he appeared to Virgin Mary to announce that she would conceive and give birth to the Son of God. He is also said to have foretold the births of

John the Baptist and Jesus. In addition to announcing glad tidings, Gabriel is also known as a messenger of God's Wrath. In the Book of Daniel, he appears to the prophet to interpret his visions and warn of a coming persecution. In the Quran, Gabriel is credited with revealing the Quran to Muhammad. As one of the highest-ranking angels, Gabriel is considered a protector and intercessor for humanity. He is often invoked in times of trouble or danger, and is especially associated with strength in faith. Given his roles as both messenger and protector, it is no wonder that Gabriel is one of the most popular archangels.

Archangel Raphael is one of the most well-known angels in Christianity, and he is associated with healing and miracles. In the Bible, Raphael is sent by God to help Tobias, who is blind and about to be married. Raphael not only restores Tobias's sight, but also helps him to catch a fish that will cure his father's blindness. Raphael is also known for his role in the Book of Tobit, where he helps the main character to escape from prison and find true love. In addition to his work as a healer, Raphael is also known for his ability to guide people on their spiritual journeys. He is known as the "angel of guidance," and he can help us to find our way when we are lost. Whether we are facing physical or emotional challenges, we can ask for Raphael's help in finding our way back to health and happiness.

Archangel Uriel is often associated with light, wisdom, and fire. As a result, he is often invoked during times of transition or change. For example, many people ask for Uriel's guidance when they are starting a new business or embarking on a new spiritual journey. Uriel is also known for his ability to bring people together. He is often invoked when there is a need for healing and understanding. In addition, Uriel is believed to be the guardian of the

Earth and all of its creatures. As such, he is a powerful ally for anyone who wishes to protect the environment or promote peace and justice. Whether you are facing a challenging situation or simply seeking guidance, Archangel Uriel can be an invaluable source of support.

Archangel Jophiel is one of the most important archangels in the celestial hierarchy. She is known as the "Angel of Light" and is associated with wisdom, understanding, and intuition. Jophiel also helps us to see the beauty in life and to appreciate the good things that we have. In the Bible, Jophiel is mentioned as one of the seven archangels who stand before the throne of God. In Jewish tradition, she is known as the "bride of God" and is often depicted holding a torch. Muslims believe that Jophiel was responsible for blowing the horn on Judgment Day. Archangel Jophiel is a powerful ally and can help us to attune to our higher selves and to live in alignment with our divine purpose.

Archangel Camael is one of the most important and well-known archangels. He is associated with strength, courage, and fortitude. He is also known as the Angel of Mercy. Camael is often depicted as a warrior angel, wielding a sword or spear. He is also said to be the Archangel of Justice. In some traditions, he is considered to be the Archangel of Death. Camael is a powerful ally, and his energy can help us to overcome challenges and stand up for what is right. When we call on Camael, we can receive his strength and courage to help us face difficult situations. We can also ask him for guidance on our life path and for help in making decisions that are in alignment with our highest good.

Archangel Zadkiel is associated with the colors violet and purple. He is

known as the Angel of Mercy, Forgiveness, and Freedom. He helps us to release old pain and regrets, and to forgive ourselves and others. He also helps us to let go of limiting beliefs and patterns so that we can live more freely. Zadkiel is said to be the guardian of the Akashic Records specifically on earth, which contain all of the Earth's history. He can help us to access past lives, and to heal wounds from our past. Zadkiel is a powerful ally for anyone who is seeking forgiveness, freedom, and healing.

These Higher Archangels possess the strongest connection to the Order of Light. As was stated, when they were a younger civilization they were directly guided by the Dragon Council. When they matured, the Dragon Council now on very few occasions reach out to these Archangels specifically. Yet due to the Absolute Laws, on many occurrences the Dragon Council will only act to balance the Outer Universe’s actions. The Order of Light now interacts primarily with these Higher Archangels.

Archangel Metatron is the Archangel of Empowerment. He is one of only two angels (along with Sandalphon) that are believed to have ascended from a human incarnation on earth, into the angelic realm. We revere Metatron as one of the most powerful Archangels, as he represents all of our abilities to access spiritual power and achieve ascension. In Jewish tradition, Metatron is known as "the Heavenly Scribe" because he is said to have recorded the deeds of all humanity. He is also associated with the Tree of Life, and is believed to be the guardian of Akashic records. In addition to his role as a powerful Archangel, Metatron is also a loving and compassionate guide who can help us to connect with our higher selves and understand our life purpose. If you are seeking guidance or empowerment, consider calling on Archangel Metatron for assistance.

Though it is not uncommon for a Greater Being to wish to reincarnate within the Holy Plane, most Greater Beings realize that true growth is to amass their True Seeds instead. Their Seeds can in fact reside within all of the Planes, Realms, and Dimensions. Which would give them special access to reincarnate within these Planes. Of course this can also be understood as an Awakened Being that doesn't fully have the developed consciousness and perceives the Holy Plane as the end of it's journey. As for Metatron's story, he was once of the Holy Beings and existed on earth for a few lifetimes until his reincarnation into Enoch reunited him back home. This then does take into account Enoch's linage and their association with the Pleiadians, from the Order of Light. Which they sought to guide his consciousness through the process. Though it is not known why Enoch fell into earth's cycles in the first place.

Out of all the Archangels, it is Metatron who is most often associated with humans. This is because he was once a human himself. He is said to have been a great prophet and scribe, and his knowledge of the human condition is second to none. As a result, he now serves on the council of Higher Archangels, where his advice and insight is invaluable. It is believed that Metatron's understanding of humans helps the other Archangels to better connect with us and guide us on our spiritual journey. In many ways, he is the bridge between the heavenly realms and the human world. Without him, sentient connection to the divine is believed to be much weaker.

The Eastern, Coptic, and Ethiopian Orthodox churches all have their own collections of Archangels, though they often simply rename the seven Higher Archangels within the Christian structure. The Higher Archangels are

typically divided into two groups: the first group, which includes Michael, Gabriel, and Raphael, is responsible for protecting the church; the second group, which includes Uriel, Selaphiel, Jegudiel, and Barachiel, is responsible for interceding on behalf of humans. In addition to these seven Archangels, the Eastern Orthodox church also recognizes eight other Angelic beings: the Cherubim, Seraphim, Thrones, Dominions, Powers, Authorities, Principalities, and Archons. Each of these Angelic beings has their own role to play in the protection and intercession of humanity. Though there are many different Archangels within the Eastern Orthodox tradition, they all work together to ensure the safety and well-being of God's people.

To account for the number of angels, we must realize that they are a civilization that has existed far beyond earth. Being also long-lived Beings it isn't hard to fathom that their numbers closely resemble earth. However, not all of their civilizations partake in assisting the development of the earth. They have their own lives to live in accordance with structuring their societies. It is considered "a calling" to warrior for earth's cause. Angels are one of the most fascinating and enigmatic beings in existence. Though they are often thought of as ethereal creatures that exist only in the realm of spirituality, angels are actually very real and have been present on earth for millions of years. It is clear that angels are a highly advanced civilization that has existed long before humans appeared on the scene. Angels play a vital role in the development of human civilization, serving as guides and protectors of humanity. Though they are often thought of as being gentle and loving creatures, angels are also powerful warriors who are prepared to defend humanity against any threat. As such, they are greatly feared by many evil beings who seek to harm or destroy humankind. The number of angels is difficult to determine, as they exist in both the physical and spiritual realms.

However, it is safe to say that there are more than enough angels to protect humanity from any threat. If we grow collectively to see them for the Beings they truly are. Consequently, we need not worry about the number of angels – rather, we should be grateful for their guidance and protection.

Communicating with The Holy Hierarchy

Prayer is generally the direct form of communication with these Angels. Realizing who and what they are greatly enhances these prayers. For any false understandings can usually be met with no blessings, or a Dark Entity attempting to lure the one praying. Many prayers can be answered by lesser known angels in service to the Higher Archangels, and these actions will be performed without any communication to the one praying. What one must realize is that when a blessing is granted, they must acknowledge the blessing. If they do not, then such blessings will more often diminish in the future. Blessings will not be answered, when they go against the natural order, they go against the Absolute Laws, or it is foreseen that our paths were meant to experience an event. In these events, praying for strength to pass such obstacles may be granted. In the event when someone is rescued by an Angel, it is generally due to Entities seeking to fatally harm a human. In these situations, the human does not possess the negative karma to warrant such an attack and are generally meant to accomplish something. If an Angel could not stop this event and the human passes, then the Angel must beseech upon the Pleiadians who are the Guardians of the Infinity Stream. It will be the Pleiadians seen in many of our OBE’s (outer body experiences) which guide us back if the Order of Light see’s the cause as altruistic in a larger understanding.

The Galactic Federation

The Galactic Federation is an order that has captured our imagination in everything from television series, anime genre, and various writings. This assemblage of Alien Civilizations seems to be guardians over earth’s development. In the show Star Trek, they are responsible for keeping the warp drive technology away from humans because it could be used to harm other planets. In the anime series Cowboy Bebop, they are a powerful force that keeps the solar system in order and deals with various threats. They are also mentioned in the book series Harry Potter as a group of Wizards who keep the peace. All of these examples show the Galactic Federation as a powerful and benevolent force that is there to protect us from ourselves and others.

On March 26, 1997, 39 members of the Heaven's Gate religious group committed mass suicide in an attempt to reach what they believed was a spacecraft following the Hale-Bopp comet. The group, led by Marshall Applewhite and Bonnie Nettles, believed that they were leaving their "human" bodies behind and shedding their "earthly containers" in order to rendezvous with the spacecraft and ascend to a higher level of existence. The mass suicide captured the public's attention and sparked a renewed interest in Applewhite and Nettles's beliefs. According to Applewhite and Nettles, the Galactic Federation was a governing body of advanced extraterrestrial beings who were overseeing humanity's evolution. The pair claimed that the Federation was working to prepare humanity for their next level of existence and that the end goal was for humanity tojoin the Federation as equal members. The mass suicide was intended as a way for the group's members

to reach the spacecraft and ascend to this higher level. While the existence of the Galactic Federation has never been proven, Applewhite and Nettles's claims continue to capture popular imagination. The idea of an advanced extraterrestrial governing body overseeing humanity's evolution has been a recurring theme in science fiction and conspiracy theories for decades. And, as our understanding of the universe grows, the possibility that such a body exists becomes increasingly plausible. Truth in the Galactic Federation remains an intriguing concept that continues to captivate our collective imagination.

There are numerous claims about the existence of an intra-galactic governing body known as the Galactic Federation. One of the most notable is from James Harder, who claimed that the Federation is responsible for supervising and regulating activity throughout the galaxy. Harder also claimed that the Federation has established contact with a number of advanced civilizations on Earth, including the United States. Haim Eshed, a former head of Israel's space program, has also spoken about the Galactic Federation, claiming that it exists and that Israel has been in contact with them. While there is no concrete evidence to support these claims, many people believe that the Galactic Federation is real and that it plays a vital role in keeping peace throughout the galaxy.

The Tulli Papyrus is an ancient document that purports to describe a series of encounters with fiery disks in the skies over Ancient Egypt. The papyrus, which is thought to date back to 1440 BC, is highly controversial, with some experts claiming that it is a forgery. However, there is evidence to suggest that the document may be authentic. If the Tulli Papyrus is genuine, it would be one of the earliest known accounts of UFOs.

The papyrus describes a series of strange events that allegedly took place during the reign of Pharaoh Thutmose III. According to the document, scribes reported seeing "fiery disks" floating in the sky. The disks were said to be bright and noisy, and they purportedly flew around for several minutes before disappearing into the distance.

The Condon Committee, which was set up to investigate claims of UFO sightings, disputed the legitimacy of the Tulli Papyrus. The committee claimed that "Tulli was taken in and that the papyrus is a fake." However, there is some evidence to suggest that the papyrus may be genuine. For example, carbon dating has shown that the papyrus dates back to 1440 BC, which is around the time when Thutmose III ruled Egypt. Moreover, certain linguistic features of the text are characteristic of Ancient Egyptian scripts from this period.

In the winter of 218 BC, the **Roman Republic** was beset by a number of portents, among them navium speciem de caelo adfulsisse ("phantom ships had been seen gleaming in the sky"). The historian Livy, who was living in Rome at the time, recorded these events in his monumental work Ab Urbe Condita Libri.

Although there are no surviving eyewitness accounts of the phantom ships, Livy's description of them has led many scholars to believe that they were a meteorological phenomenon known as sun dogs. Sun dogs are caused by the refraction of sunlight through ice crystals in the atmosphere, and they often take on a ship-like appearance.

Whatever their true nature, the phantom ships of 218 BC were an omen of bad times to come for the Roman Republic. The following year saw the start of the Second Punic War, one of the most devastating conflicts in Roman history. Perhaps the sight of those ethereal ships sailing through the sky was a warning from the gods that Rome was about to embark on a long and bloody journey.

In the 740s, several accounts from **Irish annals** claim that "ships with their crews were seen in the air." While the exact details of these sightings are unknown, they provide an interesting glimpse into the popular beliefs of the time. These reports likely reflect a belief that otherworldly beings were visiting from another realm, possibly in ships that sailed through the sky. Such beliefs were not uncommon in medieval Europe, and similar stories can be found in other cultures as well. Whether or not these particular sightings were actually of alien spacecraft, they offer a fascinating window into the mindset of people living in Ireland during the Middle Ages.

On April 14th, 1561, residents of Nuremberg in the **Holy Roman Empire** witnessed a celestial phenomenon that was later documented in a broadsheet. According to the reports, people saw an aerial battle followed by the appearance of a large black triangular object. Witnesses also claimed to see hundreds of spheres, cylinders, and other odd-shaped objects moving erratically overhead. The event caused quite a stir at the time, and even today it continues to be one of the most mysterious and unexplained phenomena in history. While there are many possible explanations for what happened that day, no one can say for sure what truly occurred. However, one thing is certain: the 1561 Nuremberg celestial phenomenon remains an enduring mystery.

The story of the **Utsuro-bune** is one of the most well-known examples of Japanese folklore. It tells the story of a mysterious vessel that was found drifting off the coast of Japan in 1803. The ship was crewed by a beautiful woman with red and white hair, who spoke in a language that the local fishermen could not understand. The woman also had a square box with her that she would not allow anyone to touch. Some people believe that this story is a credible account of a close encounter of the third kind, while others believe it is simply a work of fiction. Whatever the case may be, the Utsuro-bune remains one of the most intriguing and mysterious stories in Japanese history.

The **20th century** saw an explosion in UFO sightings all around the world. There are many possible explanations for this increase, including better reporting of sightings and improved technology that makes it easier to spot unusual objects in the sky. Whatever the reasons, there is no doubt that UFOs have captured the public imagination like never before. One of the most famous examples is the Roswell Incident, which took place in 1947. This event has been endlessly scrutinized and debated, with many people convinced that an alien spacecraft crash-landed in the New Mexico desert. Whatever the truth may be, it is clear that UFO sightings will continue to capture our attention for years to come.

Abduction stories have been around for centuries, with reports of people being taken against their will by mysterious entities. In most cases, the abductees are returned unharmed, but with no memory of what happened to them. While there is no scientific proof that these events actually occur, many people believe that they are real. There are a few different theories as to who

or what is behind these abductions, but one of the most popular is that they are done by extraterrestrial beings. However, it's important to note that these stories have little to do with the "Galactic Federation". These are entities that do not have our conscious expansion in mind and operate solely for personal survival. As such, they are not to be confused with benevolent ETs who are here to help us evolve spiritually.

There are a variety of different types of Star Beings that come from all corners of the Universe. While some Star Beings are here to help us with our conscious development, others are here to cause harm. It is important to know that these benevolent Star Beings can not appear without the acceptance of those Beings that oversee our conscious development. If during their travels here on the earth and harm should become this delicate balance, these Star Beings can easily become restricted. That being said, there are those who adhere to these regulations, and those who don't which will be explained latter. Some of the more common benevolent Star Beings include are here to help us learn our life lessons and to grow spiritually. On the other hand, there are also malevolent Star Beings that are here to cause chaos and destruction. It is important to be aware of both the good and the bad when it comes to Star Beings so that you can be prepared for whatever may come your way.

The Galactic Federation is an organization of advanced civilizations that are committed to the highest ideals of peace and service to others. The Federation includes many different races, but the most well-known are the **Anunnaki**, **Arcturians**, **Alpha Centaurians**, **Sirians**, and **Nordic Lyrians**. Each race brings their own unique talents and perspectives to the table, making the Federation a wealthy tapestry of cultures. The Anunnaki, for example, are

renowned for their wisdom and technological prowess, while the Arcturians are known for their healing abilities. The Alpha Centaurians are experts in diplomacy, and the Sirians are masters of trade. Together, these races work tirelessly to maintain peace and order throughout the galaxy. Yet all possess personal goals and motivation that doesn't necessarily interfere in the overall scheme.

As such, these good aligned Star Beings continually monitor races that have been known to harm, hinder, and abduct earthlings for a multitude of reasons. These darker forms of races are The Grays, The Reptilians, Synthetics, and The Insectoids. While most of The Galactic Federations monitored interactions with earthlings are non-interference, meaning they do not take direct action unless it is essential to the greater good or will result in long-term growth or change, they do take note of these activities. In rare cases, when the actions of a race become too detrimental or harmful to earth or its inhabitants, they will intervene. This usually takes the form of providing guidance or information to those who are open to receiving it. However, if necessary, they will take more direct action to protect life on earth. Given the current state of affairs on our planet, it is likely that we will see an increase in their activity in the near future. The majority of The Galactic Federations monitoring happens from afar and unknown within our atmosphere. However, know that most sightings are planned events, these are a string of events that seek to get us ready to receive them one day in the future.

The Galactic Federation is made up of many different races of Star Beings who have come together to form a united council. They are committed to working together for the good of all and rarely interfere in the affairs of their individual civilizations. The main purpose of the Galactic Federation is to

protect and Promote the evolution of all life in the Universe. They also work to maintain peace and balance throughout the galaxies. When new planets are ready to join the federation, they undergo a rigorous process to ensure that they are compatible with the existing members. This helps to ensure that the Galactic Federation remains a safe and harmonious place for all. Each of the Races sits on a joined council and determines actions and topics that concern the earth. They rarely interfere in their individual civilizations unless it may concern future Galactic Federation members. These Star Beings are for the most part well structured and organized.

The Anunnaki are a group of deities of the ancient Sumerians, Akkadians, Assyrians, and Babylonians. In the earliest Sumerian writings about them, which come from the Post-Akkadian period, the Anunnaki are deities in the pantheon, descendants of An and Ki, the god of the heavens and the goddess of earth, and their primary function was to decree the fates of humanity. The earliest known usages of the term Anunnaki come from inscriptions written during the reign of Gudea (c. 2144–2124 BC) and the Third Dynasty of Ur. In the earliest texts, the term is applied to the most powerful and important deities in the Sumerian pantheon: the descendants of the sky-god An.This group of deities probably included the "seven gods who decree": An, Enlil, Enki, Ninhursag, Nanna, Utu, and Inanna. The Anunnaki also appear in other Mesopotamian myths and religions, such as those of Assyria and Babylon. In later periods, they were also sometimes syncretized with other groups of Mesopotamian deities. For example, in Assyrian texts from around 1000 BC, they are often conflated with a group of apkallus (wise sages), while in Neo-Assyrian texts from 700 BC onwards, they are more often equated with angels. Despite their near ubiquitous presence in Mesopotamian religion and mythology, relatively little is known about them compared to other groups of

Mesopotamian deities. This is largely due to their association with lakes, mountains, and other remote places that made them difficult to observe directly. As a result, our understanding of them comes primarily from textual sources.

Erich von Däniken published many books starting with Chariots of the Gods, and claimed that extraterrestrial "ancient astronauts" had visited prehistoric Earth. Von Däniken explains the origins of religions as reactions to contact with an alien race and offers interpretations of Sumerian texts and the Old Testament as evidence. In his 1976 book The Twelfth Planet, author Zecharia Sitchin claimed that the Anunnaki were actually an advanced humanoid extraterrestrial species from the undiscovered planet Nibiru, who came to Earth around 500,000 years ago and constructed a base of operations in order to mine gold after discovering that the planet was rich in the precious metal. According to Sitchin, the Anunnaki hybridized their own DNA with that of Homo erectus to create Homo sapiens as a slave race to do the mining for them. This theory has been widely ridiculed by the scientific community, but it still bears mentioning in any discussion of ancient astronauts.

Ronald H. Fritze writes that, according to Sitchin, "the Annunaki built the pyramids and all the other monumental structures from around the ancient world that ancient astronaut theorists consider so impossible to build without highly advanced technologies." Sitchin expanded on this mythology in later works, including The Stairway to Heaven (1980) and The Wars of Gods and Men (1985). At The End of Days: Armageddon and the Prophecy of the Return (2007), Sitchin predicted that the Anunnaki would return to earth, possibly as soon as 2012, corresponding to the end of the Mesoamerican Long Count calendar. Sitchin's writings have been universally rejected by

mainstream historians, who have labelled his books as pseudoarchaeology, asserting that Sitchin seems to deliberately misinterpret evidence to fit his preconceived notion that extraterrestrial beings visited earth in antiquity. However, there is no doubting the influence that Sitchin has had on popular culture, with his theories often appearing in fiction and film.

David Icke, popularised the reptilian conspiracy theory, as he has claimed that the reptilian overlords of his theory are in fact the Anunnaki. Clearly influenced by Sitchin's writings, Icke adapts them "in favor of his own New Age and conspiratorial agenda". Icke's speculation on the Anunnaki incorporates far-right views on history, positing an Aryan master race descended by blood from the Anunnaki. It also incorporates dragons, Dracula, and draconian laws, these three elements apparently linked only by superficial linguistic similarity. He formulated his views on the Anunnaki in the 1990s and has written several books about his theory. Icke's ideas have been described as antisemitic by commentators including Brian Klug of the Oxford Centre for Jewish Studies, and Nick Cohen in The Observer. Cohen wrote that Icke was "one of Britain's leading professional antisemites". In 2000, Klug wrote that Icke's work displayed antisemitic conspiracy theories, and that his work had been taken up by Holocaust deniers and white supremacists. In a 2003 BBC poll, David Icke was ranked 42 in a list of 100 Greatest Britons, though he later said he was "amazed" to find himself on the list. In 2007, an editorial in The Jewish Chronicle called him "the most repulsive anti-semite of our time", while a 2006 article in The Times listed him as one of Britain's leading conspiracy theorists.

In Mesopotamian mythology, Enlil, Enki, and Inanna were three of the most important gods. Enlil was the god of wind and air, and he was responsible for

creating storms and bringing rain to the land. Enki was the god of water, and he was responsible for providing irrigation and fertility to the land. Inanna was the goddess of love and fertility, and she was responsible for ensuring that crops grew and animals reproduced. These three gods were often in conflict with one another, but they also worked together to maintain balance in the world. Without Enlil, there would be no rain or storms; without Enki, there would be no irrigation or fertility; and without Inanna, there would be no love or reproduction. Together, these three gods ensured that the world remained in balance.

The conflict between Enlil and Enki was one of the most important events in Mesopotamian mythology. Enlil was the god of wind and storms, while Enki was the god of water. The two gods were constantly in conflict, and their rivalry eventually led to a great battle. Enlil won the battle, but Enki was able to keep some of his power. As a result, the two gods remained in conflict for centuries. The conflict between Enlil and Enki was one of the most important factors in shaping Mesopotamian mythology. Enlil, saw humans as an inferior species and attempted to destroy them on several occasions. However, Enki always intervened on behalf of humanity, saving them from extinction. As a result, the human race came to venerate Enki as their protector and benefactor, while they viewed Enlil with suspicion and fear. Enki saw humans as sentient beings, because of this he gained consciousness. While many of the other Anunnaki remained just intelligent.

According to the ancient Mesopotamian religion, **Enki** was the god of wisdom, magic, and water. He was also the father of **Marduk**, the king of the gods. Enki's direct lineage is all that remains here of earth, this will include his wife and children. Enki's wife was **Ninhursag** (also known as Ninmah

and Damgalnuna), and their sons were **Asarluhi** (god of magical knowledge), **Enbilulu** (god of canals and dikes), the human sage **Adapa**, and Marduk. Although Enki is not worshiped directly today, his influence can still be seen in some modern religions. For example, many Hindus consider water to be a sacred element and use it in their ceremonies. In addition, the snake is often associated with Enki in artwork and literature, which may be why many people view snakes as symbols of wisdom.

The Arcturians were first introduced to Star Trek fans in the Motion Picture, where they served in the Starship Enterprise's Starfleet. They are a humanoid species with a love of Shakespeare, which was evident when they re-envisioned the popular play Macbeth. The Arcturian version of the play was sponsored by the galactic cultural exchange project and performed by the Karidian Company of Players, a touring theatrical troupe headed by Anton Karidian. This performance took place in 2266 and was very well received by audiences. The Arcturians have continued to be a popular species in the Star Trek universe and have made appearances in various television series and films. They are widely known for their intelligence, compassion, and sense of humor, and are sure to continue to be fan favorites for many years to come.

In the Star Trek universe, the Arcturians are a militaristic race of clones who serve as infantry for the Federation. All Arcturians are identical, and can only tell each other apart by the color of their uniforms. The planet Arcturus is enormous, and the Arcturian population is accordingly massive; the Arcturians can expand their army to 20 billion soldiers overnight if necessary. The Arcturian costume consists of leather and linen, with boots that are separate from the rest of the outfit. The costume also includes a briefcase made of plastic, and a belt buckle made of cast metal and resin. In

designing the Arcturian costume, Bob wanted to include woven metal tubes as a decoration; he found these in obsolete plumbing equipment in an old hardware store, and silver-plated them for use as a bandolier (jewelry) and for shoulder and elbow decorations that denote rank and regiment.

The Arcturians nowadays take on a very different understanding to human civilizations. They work in close connection with the Ascended Masters whom they call the Brotherhood of the All. They also work closely with what they refer to as the Galactic Command. The Arcturians travel the universe in their starships, which are some of the most advanced in the entire universe. One of the reasons Earth has not been attacked by warlike negative extraterrestrials has been those civilizations' fear of the advanced starships of the Arcturians. Their ships are state-of-the-art technology, far beyond anything I have mentioned so far. One of the starships circling the Earth is called the Starship Athena, after the Greek goddess. The Arcturians have also been working with a number of positive extraterrestrial civilizations to help Earth and humanity ascend to a higher dimension. Part of their assistance has been to help protect Earth from lower dimensional entities and dark forces that would do us harm. They have also been helping to prepare us, spiritually and mentally, for our ascension. In addition, they have been sending us high frequency energy transmissions that are helping to raise our vibrational levels.

The Arcturian Society is governed by the elders. The elders of Arcturus are revered for their knowledge, wisdom, and high vibrational frequencies. The higher the vibrational frequency, the closer one is to Light, or spirit, or God. The Arcturians are short in physical stature, about three or four feet tall, and slender. They look very much alike, which they are happy about because it

erases the pettiness of comparing looks which is so predominant to Earth society. The Arcturians are the most loving and non-judgmental beings you can possibly imagine. They are always ready to help and share their knowledge with others. If you ever have the chance to meet an Arcturian, you will be truly blessed.

The Arcturians are thought to be some of the oldest and most evolved beings in the universe, and they are often referred to as the "keepers of the cosmic archives." The Arcturians are incredibly intelligent and have a great deal of knowledge about the Universe and its workings. They are also very wise and compassionate beings. The Arcturians are experts in healing and have helped many people to heal their physical, emotional, and spiritual wounds. They are also excellent teachers, and they often share their knowledge with those who are open to learning from them. The Arcturians are gentle beings, but they are also powerful warriors when necessary. They are always ready to defend themselves and others from harm. The Arcturians are a peace-loving race, but they will not hesitate to fight for what they believe in.

The Arcturians believe themselves here to assist humans in their spiritual evolution and in raising their vibrational frequencies. The Arcturians are gentle, loving and compassionate beings, and they never invade a person's free choice. However, they have been struggling to get through to the government and the military, who are mostly interested in military technology instead of spiritual enlightenment. In order to help humanity evolve spiritually, the Arcturians often work on people while they are in the dream state. This allows them to bypass the person's conscious mind and directly influence their subconscious. As a result, many souls are brought to the Arcturian starships during the dream state for healing and assistance.

The Alpha Centaurians are a humanoid race possessing aquatic qualities about them such as gills and webbed limbs to allow survival in their oceanic environments. They have a luminous, bluish-gray skintone and appear to vary significantly in height. Being a naturally-aquatic species, they are rumored to currently inhabit the deep ocean depths of Earth and are thereby believed to be the species piloting the submerged UFOs (more correctly known as USOs) occasionally seen (primarily by Navy personnel) entering or emerging from the oceans. They are stated as vibrating and resonating on the band of violet light. Some conspiracy theorists believe that the Alpha Centaurians are actually aliens that have been visiting our planet for centuries, but there is no concrete evidence to support this claim. However, the fact that they have never been observed by civilians seems to lend credence to the theory that they are indeed a secretive race.Whatever the case may be, the Alpha Centaurians remain one of the most mysterious and elusive races in our world today.

The Alpha Centaurians are an intelligent and technologically advanced species that is said to be amongst the highest quality in the universe. Even so, they are very theoretical: part of their mission statement on Earth is to help raise its local populace's scientific, technical and theoretical knowledge. It is possible that this mental enlightenment is to allow Earthlings to actually comprehend their knowledge, due to its vast superiority to that on Earth. The Alpha Centaurians' vast scientific and technical prowess allows them to create technologies that are far beyond our current understanding. However, they are also said to be here to enlighten mankind's consciousness. It is through this mental enlightenment that we may be able to actually comprehend their knowledge and technology. The Alpha Centaurians'

presence on Earth is thus both a boon and a mystery.

The Alpha Centaurians are telepathic in nature and often attempt to make their knowledge known to others by telepathically linking up with some of mankind's most advanced scientists. However, due to their high level of intelligence and vibrational frequency, it is occasionally difficult for them to ground their ideas to the Earthly plane. For this reason, they have allied with the Sirians, who are skilled in bridging this gap due to their ability to practically apply ideas and make them usable for a third-dimensional society such as that of Earth. As such, the Sirians operate as the workers and doers of the Earth for the Alpha Centaurians. Together, they share their knowledge and wisdom with those who are open and receptive to it, helping to raise the consciousness of humanity as a whole.

T**he Sirians** hail from the Canis Major constellation. They are very diverse in their appearance, which speaks to their home environment. Sirians also have many shades of grey when it comes to their morality and cultural outlooks. There are selfish races, imperialistic, enlightened, benevolent, and anything in between. The only thing they all have in common is their unity. Each Sirian race is said to have its own unique abilities and strengths, making them a force to be reckoned with if they were ever to unite under one banner. Thankfully, that doesn't seem to be something they're interested in doing, as they appear content to live their lives in their own little corner of the cosmos.

The Dogon tribe is a fascinating example of an ancient culture with a deep understanding of astronomy. For centuries, the tribe lived in isolation with little to no contact with the outside world. Yet despite this, they had an almost modern understanding of the cosmos. It is believed that the Dogon are

of Egyptian descent, and their history dates back to 3200 BCE. How these ancient people knew an invisible star existed that wasn’t discovered until the modern telescope was invented is a mystery to this day. But while any mainstream objective answer remains elusive, the legends of the Dogon tribe tell an interesting story. This culture had an understanding of the universe long before other civilizations came to the conclusion the Earth was a sphere. The Sirians took interest in the Dogon Tribe centuries before they were discovered by modern civilizations, but it is clear that this ancient culture had a deep understanding of the cosmos. Science is still however in debate to how they acquired this knowledge, the Dogon tribe remains a fascinating example of an ancient civilization with a rich history and cultural heritage.

The Dogon tribe has a long and rich history, dating back hundreds of years. One of the most intriguing aspects of their history is the story of the Aquatics, a race of blue humanoids who visited the tribe in a flying boat. The Aquatics exchanged knowledge with the Dogon about astronomy, including the location of their homeworld in the Canis Major constellation. They also told the Dogon about Sirius B, a star that is invisible to the naked eye but plays an important role in the Aquatics' cosmology. This story is particularly interesting because it has only been in recent years that astronomers have been able to confirm the existence of Sirius B. The fact that the Dogon were able to accurately describe both the star and its orbit centuries ago is truly remarkable.

The Dogons knew about the moons of Jupiter and the rings of Saturn, long before modern telescopes were invented. According to Dogon legend, this knowledge was gifted to them by the Nommos Aquatics, an extraterrestrial race of blue aliens who visited ancient civilizations in flying boats. While the

Nommos are often described as hostile beings, the Dogons claim that they were friendly and helped to teach them about the cosmos.

The Sirians are known for their ability to physically evolve sometimes in just one generation. This means that they can look like any type of mammal, including humans. However, they still possess some human qualities, such as the ability to walk upright on two legs. They also sometimes have non-human features, such as longer limbs or taller height. Despite these differences, the Sirians are a friendly and peaceful race that is always willing to help others. But will defend themselves quickly if needed to. If you ever have the chance to meet one, you will surely be amazed by their unique abilities and friendly nature.

The Nordic Lyrians, or just Lyrans, are the humans that now inhabitants Lyra. They are said to have a common origin as that of earth people and were driven out of that system hundreds or thousands of years ago. It is likely that some of the present-day inhabitants of the 'Lyra' constellation may be of neo-Sauroid descent. This region, like our own system, may still be a 'battleground' between saurian-greys, etc., and humans (Evadamic-Draconian). During the Lyran wars which are mentioned in several 'contactee' accounts, a mass exodus of humans allegedly left the system and escaped to the Pleiades, the Hyades [which are 130 light-years from earth in the Taurus constellation], and Vega which is also in Lyra. The reason for this war is spoken of in my other writings, but I will place it here as well.

Starting from the Atlantean Age, The White Magi existed with a two-class system. One class was considered the Spiritualist and the other was the Warrior Class. The Atlanteans were an advanced society which is well

known, when fleeing earth during the Atlantean Wars they travelled via a crystalized machine that created pocketed dimensional portals. These portals opened gateways to inhabitable worlds, they would jump these portals many times until they settled within the Pleiadean Cluster. Once settled, The Spiritualist Class was free to advance their Consciousness and become what they are today. The Warrior Class became the Lyrians and settled while developing a very warrior class society due to the onslaught of Corruption from the Outer Universe for hundreds of thousands of years. Lyrians are a race of sentient, lupine, bipedal beings, our stories of Werewolves come to mind. However, they have evolved to appear as many other great predatory animals from here on earth. They possess Nordic Like features as well, a semblance of their earth-like heritage and can appear fully human though extremely well built. As they age however, they take on aggressive animal like qualities that are very uniquely individualized. Technologically advanced they are a society that embraces armor and cybernetic weaponry. They have attempted Conscious Advancement on many occasions, but believe they have a mission to physically defend that particular portion of the universe.

George Adamski is credited with being among the first to claim contact with Nordic-like alien race in the mid-1950s. Adamski descendents from Northern Europe who are said to have established colonies on Venus, Saturn's moon Titan, and the dark side of the moon. Scholars note that the mythology of extraterrestrial visitation from beings often includes claims of telepathy, benevolence, and physical beauty. The most famous example is the "Aryan" myth, in which super-human like beings with blonde hair and blue eyes come to Earth to help humanity achieve a golden age. This myth has been particularly influential in the Nazi movement, which believed that they were the master race destined to rule the world. However, there is no scientific

evidence to support these claims, and many experts believe that they are simply the product of overactive imaginations.

The Telosians are a race of Air Elemental Beings from another Plane of Air who have come to be associated with the Nordic Lyrians. The two groups share a common interest in ancient Norse lore, and the Telosians are said to reflect the mythical kingdoms of high society that are described in these stories. The Nordic Lyrians believe that the Telosians are committed to helping them achieve their goals, and as such, they often come to Earth to visit those who are still serving their sentences here. In doing so, they hope to provide guidance and assistance to those who are striving to make a positive impact on the world. The Telosians are also said to be rich in Celtic lore, and they are often seen as symbols of wisdom and knowledge. As such, they are respected by the Nordic Lyrians and are seen as close allies. The Telosians are not part of The Galactic Federation.

Communicating with The Galactic Federation

There are many ways to communicate with the Galactic Federation, but it can be difficult for humans to establish a direct connection. Instead, most communication occurs telepathically. However, raising one's awareness through spiritual practices such as meditation or enlightenment can grant the ability to see these beings. Some Star Beings have been deified and may be able to provide guidance, if one knows these ancient ceremonies. However, many of these beings do not interact with the earth without permission, and the earth's lack of collective awakening presents hurdles to those who wish to see them clearly. We clearly see the hysteria which occurs when viewing UFO phenomena. Many of the Star Beings present themselves in wildly grandiose forms that an un-elightened being could instantly become

frightened by.

It disheartens me to say this, but many abductees may not in fact be connecting to these Beings. I believe internally we all know this, but haven’t been able fully comprehend what we truly know as truth. The more malicious races such as Reptilians and Insectoids can easily falsely appears as a these Star Beings to whatever ends they may be working towards. Giving to us false narratives to which continually confuse the generations.

Some guidelines to follow when you're considering an abductee's story: Does the being look human or humanoid? If so, it might be a benevolent being. If the being doesn't look human or humanoid - for example, if it looks like a Reptilian or Insectoid - it might be a malevolent being. What is the being's intention? Is it trying to help the abductee or hurt them? If it's trying to help, it might be a benevolent being. If it's trying to hurt, it might be a malevolent being. What is the abductee's reaction to the being? Are they afraid of the being or do they feel comfortable with it? If they're afraid of the being, it might be a malevolent being. If they feel comfortable with it, it might be a benevolent being. Of course, these are just guidelines - there are no hard and fast rules. But following these guidelines can help you to determine whether an abductee is dealing with a benevolent or malevolent being. In most cases, our internal instincts are really what guide us, but our consciousness will be able to see the truth to these situations.

The Masters of Ancient Wisdom

The Masters of the Ancient Wisdom is a claim made by the Theosophists Helena Blavatsky, Henry S. Olcott, Alfred Percy Sinnett, and others who described them as enlightened beings. They met some of The Masters during their lifetimes in different parts of the world and were claimed to have been in communication with them from 1880-1885. Theosophists sometimes refer to them as Elder Brothers of the Human Race, Adepts, Mahatmas, or simply as The Masters. Helena Blavatsky was the first person to introduce the concept of the Masters to the Western World and though at first she talked about them privately, after a few years she stated that two of these adept communicated with British Theosophists–Alfred P. Sinnett and A. O. Hume.

The Masters of the Wisdom are enlightened yogis who have realized Truth and gained the right to merge with the All in a state of absolute bliss. However, out of compassion, they decide to give up entering into nirvana so that they remain able to help us in our struggle to realize Truth. Theosophical Masters are similar in certain respects to those traditionally known in the East, but there is a difference. An enlightened one has to abandon the lower vehicles of consciousness, which prevents him from being in touch with humanity. By contrast, the Theosophical Masters remain engaged with humanity, using their knowledge and wisdom to help us on our journey.

The Mahatmas are in this respect what the Mahayana Buddhists call bodhisattvas. They choose to retain the body, not because of any fault in their development but as an act of self-sacrifice. Possessing physical body subjects the adepts to certain unavoidable limitations. As Blavatsky said, they “are

living men, born as we are born, and doomed to die like every mortal." Being perfect yogis, they have learned how to take care of their bodies so that they can live much longer than ordinary human beings; nevertheless, their bodies must eventually die. In this way, we can conceive them as Greater Beings controlling their reincarnations. The Mahatmas thus act as protectors and guides for humanity, using their spiritual powers to help those who are ready to receive esoteric teachings. But they also know that there is a limit to what they can do as long as they remain embodied. For example, they cannot be everywhere at once or directly interfere in the course of human events. Even so, their influence is far-reaching and serves as an important counterbalance to the materialistic forces at work in the world.

Annie Besant's statement about the work of the adepts echoes a belief found in many spiritual traditions: that the physical world is an illusion. This concept is based on the idea that there is more to reality than what we can see and touch. Proponents of this view point to the fact that our physical bodies are constantly changing, and that everything in the world is in a state of flux. They argue that because of this, it is impossible to find anything in the physical world that is truly real or permanent. Instead, they believe that the only things that are truly real are spiritual concepts such as love, truth, and beauty. While this view may seem strange to some, it is actually quite common among mystic traditions. In fact, many of the great mystics and spiritual teachers have taught that the physical world is an illusion. Annie Besant's statement simply reflects this belief.

Theosophy is a branch of philosophy that deals with the nature of divinity and the relationship between God and humans. One of its central tenets is that the psychological ego is false, and that attachment to the personal self is the

source of suffering. Theosophy teaches that true happiness comes not from attachments or identification with the personal self, but from reducing them. This is because attachment and identification create a sense of separateness, which leads to suffering. By reducing our attachment and identification with the personal self, we can become more unified with the divine, and thus experience true happiness.

The Master of Ancient Wisdom have given us a great gift: the realization of The Source of Consciousness within our grand design. Through their teachings, we have come to better understand the role that consciousness plays in our lives and how we can use it to create positive change. While conscious growth is always needed, what is now becoming essential is conscious expansion. By expanding our consciousness, we open ourselves up to new possibilities and gain a greater understanding of who we are and what we are capable of. With this expanded consciousness, we can begin to create the lives we truly desire and make a positive impact on the world around us. Thanks to the Master of Ancient Wisdom, we now have the tools to do just that.

The issue with this contentment however, is that if we forgo the opportunity of further enlightenment, we may get comfortable and stop striving for a greater understanding of who we are and our place in the Universe.This is not done through denial or disbelieving what is, but through acceptance and experiencing truth. As complacency sets in, we no longer feel the need to grow or seek out new experiences and knowledge. This can be a difficult cycle to break out of, but it is important to realize that there is always more to learn and discover. If we can accept this truth, then we can open ourselves up to a lifetime of growth and exploration. By realized that The Omni-

Consciousness is reflected in both the Source of Consciousness and the Universal Mind, we can set ourselves on a path of continual expansion and evolution. Through this process, we can come to know ourselves more deeply and truly understand our place in the infinite web of life.

There are many ancient texts that speak of wise beings that guide the development of civilization. These beings are often referred to as the Masters of Ancient Wisdom. They are said to help those who have become too entrenched in the physical world to find their way back to the spiritual realm. For many, this can be a long and difficult journey. However, for those who are committed to seeking freedom from the material world, the Masters of Ancient Wisdom can provide a safe haven. In addition to helping individuals find their way back to the spiritual realm, the Masters of Ancient Wisdom are also said to help civilizations develop in a balanced and sustainable way. This is essential for ensuring that our planet remains a healthy and hospitable place for all life forms. As we continue to face challenges in our world, it is important to remember that we have guidance available to us from the Masters of Ancient Wisdom.

Well-known Theosophists include Helena Blavatsky, Annie Besant, and Charles Webster Leadbeater. Blavatsky was a Russian mystic who founded the Theosophical Society in 1875. Besant was a British author and lecturer who became involved with the Theosophical Society in 1879. Leadbeater was an English clergyman who joined the Theosophical Society in 1884. All three of these well-known Theosophists eventually transitioned into new roles within the organization. Blavatsky became its president, Besant its vice-president, and Leadbeater its treasurer. As Theosophy transitioned from its founding phase into a more established religion, these three individuals

played an important role in shaping its direction. Theosophy is a religion that was founded in the 19th century. It teaches that there is an immortal soul that goes through a cycle of reincarnation. The goal of Theosophy is to attainunion with the Divine. Theosophists believe in karma, which is the law of cause and effect. They also believe in reincarnation, which is the belief that the soul is reborn into another body after dying.

I remember coming across Annie Besant's name for the first time in one of my college history classes, in a past life. I was struck by her unique combination of interests and accomplishments. Not only was she a leading socialist and women's rights activist, but she was also a prolific writer and educationist. I was particularly interested in her writings on atheism and scientific materialism. At a time when most people still believed in the existence of God, Besant had the courage to publicly advocate for a different point of view. I found her arguments to be very persuasive, and they played a significant role in my own awakening process. I am forever grateful to Annie Besant for her passion for truth and her commitment to social justice. Thanks to her, I was able to connect critical realizations to further my own progress. Her writings concerning the World Teacher were especially of interest to me.

In 1909, Leadbeater "discovered" fourteen-year-old Jiddu Krishnamurti (1895–1986), a South Indian boy who had been living with his father and brother on the grounds of the headquarters of the Theosophical Society at Adyar. Leadbeater declared him the probable "vehicle" for the expected "World Teacher". The "discovery" and its objective received widespread publicity and attracted a worldwide following, mainly among theosophists. It also started years of upheaval and contributed to splits in the Theosophical Society and doctrinal schisms in theosophy. Following the discovery, Jiddu

Krishnamurti and his younger brother Nityananda ("Nitya") were placed under the care of theosophists. Krishnamurti was extensively groomed to become the "World Teacher". However, in 1929, he shocked everyone by renouncing his role as the "World Teacher" and publicly disbanded the Order of the Star, which had been established to support his work. Despite his repudiation of the title, many continued to believe that he was, or would become, an important spiritual figure. Even after his death in 1986, there are those who still maintain that he fulfilled his destiny as the anticipated "World Teacher".

Basant's writings indicated that she may have been conflicted by this, that she still felt a future World Teacher would arise. The Coming of The World Teacher (originally published in 1926) had an undertone of preparational wisdom to be given to a yet-found World Teacher. Basant's writings suggest that she was ambivalent about the claims she was making in The Coming of the World Teacher. On the one hand, she seemed to genuinely believe that a new spiritual leader would soon emerge who would spread a message of love and peace to the world. On the other hand, she also appeared to be aware of the potential for her own ego to get in the way of this higher purpose. As such, she took care to ensure that her own ego would not get in the way of the new World Teacher's message. In doing so, Basant's writings provide an important message for all spiritual seekers: be careful not to allow your own ego to get in the way of your spiritual path.

Communicating with the Masters of Ancient Wisdom

Because of the advent of belief structures, the Masters of Ancient Wisdom are not as easily accessible as they may have once been. Theosophy has however presented tiers which could time many lifetimes should the Aspirant

stay focused on them. As anyone who has studied Theosophy knows, initiation is a vital concept in this belief system. In short, initiation refers to the process of expanding one's consciousness to a higher level. It is believed that all souls go through this process, though some may take longer than others due to bad karma. There are nine levels of spiritual development, and each level represents a new level of understanding and awareness. The journey to initiation is a long and difficult one, but those who reach the final level will be rewarded with a deeper understanding of the universe and their place within it.

The First Initiation is also known as the birth of the spiritual life. At this initiation, one gains full control of the physical body. This is a significant achievement, as it means that the physical body is now under the complete control of the soul. The initiate is now able to use the physical body as a channel for higher energies and forces. This opens up new possibilities for service and creativity. The initiate is now also able to access higher states of consciousness and to contact beings on other planes of existence. The first initiation is a major turning point in the spiritual journey, and marks the beginning of a new and exciting phase of life.

The first initiation is a significant milestone in spiritual development. At this level, the individual gains full control of the physical body and attains their Individualized "I AM" Presence. This enables them to progress onto further spiritual advancement. In the Ascended Master Teachings, 800,000 people are believed to have reached this level of initiation. This is an extraordinary achievement that allows them to access previously hidden knowledge and wisdom. In Buddhist tradition, First Initiation is referred to as Sotāpanna, meaning "one who offers oneself to the stream of spirituality." This milestone

marks a significant step on the journey towards enlightenment.

The Second Initiation, also known as Sakadagami in Buddhist tradition, the initiate gains full control of the astral body. This is a significant milestone in the journey towards enlightenment, as it indicates that the individual has mastered their emotions and desires. Alice A. Bailey states that this initiation is marked by a deep sense of peace and bliss, as the initiate comes to terms with their spiritual nature. Benjamin Creme estimates that there are 240,000 people currently at this level of initiation. While this number may seem small compared to the billions of people on Earth, it is important to remember that the initiates are spread out across all cultures and races. In other words, they are the hidden leaders who are slowly but surely guiding humanity towards a better future.

The Third Initiation is often referred to as the transfiguration, as it marks the point at which the initiate has acquired full clairvoyance and clairaudience. According to Benjamin Creme, there are somewhere between 2,000 and 3,000 people currently at this level of initiation. In Buddhist tradition, the third initiation is known as Anagami, which means "one who has attained nirvana and will never return to the cycle of birth and death." At this level, the initiate has mastered all of the lower energies and is now working exclusively with higher vibrations. He or she is also able to deeply access the Akashic Records and bring forth information that can help to heal both themselves and others.

The Fourth Initiation, also known as the crucifixion initiation, is a significant milestone in the Buddhist spiritual journey. At this level, it is believed that one has the ability to remember all of one's past lives and has

attained various minor siddhis, or spiritual powers. Arhats are said to be those who have conquered all their enemies and no longer need to be reborn. It is vital that we no longer become conditioned into believing this as our final stage. Such conscious growth and experience is important to achieve Perfected Being status. So I believe many Greater beings within this initiation become conflicted between what they've learned and what they begging to fully realize. According to some traditions, there are only 450 people who have reached this level of enlightenment. The fourth initiation is thus a symbol of spiritual mastery and inner peace.

As a spiritually advanced being, a soul has many choices to make when it comes to its next level of development. One of these choices is whether to become a Master of the Ancient Wisdom and join Earth's spiritual hierarchy. However, this is not the only option available. Other choices include becoming a bodhisattva or joining the Devas. Each path has its own unique benefits and challenges, and it is up to the individual soul to decide which path is right for them. Whichever path they choose, one thing is certain: the soul will continue to grow and evolve, ultimately becoming closer to the Divine.

1. "Remain with humanity as an official of the Hierarchy", i.e., become one of the Masters of the Ancient Wisdom.

2. "Remain with humanity as a "Nirmanakaya", i.e., become a bodhisattva.

3. "Join the Devas".

4. "Join the Staff Corps of the Solar Logos", i.e., join the Masters living in etheric cities inside the Sun who supervise the activities of the Solar

Angels that direct the process of evolution of the life waves (process of reincarnation) of the beings on all the planets of the Solar System (all of whom, except those on Earth, live on the etheric planes of their planets).

5. "Prepare the work of the next Chain", i.e. join that subsection of the *Staff Corps of the Solar Logos* who are the solar planners who plan the future development of planetary civilizations in this solar system.

6.&7. "Enter Nirvana", i.e., become a Pratyekabuddha.

The Fifth Initiation, called the resurrection, is the first step for beings to become a Master of the Ancient Wisdom. In order to become a Master, one must develop their siddhis to include abilities such as the power to teleport and bilocate moderate distances, as well as levitate within a localized area. There are a total of 43 beings at this level of initiation, as determined by C. W. Leadbeater, Alice Bailey, and Benjamin Creme. All three have stated that there are 60 Masters in all--subtracting from the 60 the 17 Masters at level six and above identified by C. W. Leadbeater leaves 43 Masters of the Ancient Wisdom at the fifth level of initiation. To reach this point requires great dedication and hard work, but it is ultimately rewarding to know that you have what it takes to be a true Master.

The Sixth Initiation is often referred to as the "ascension" or "masterhood." This is the level at which beings such as the Chohans (Lords) of the Seven Rays and Djwal Khul operate. The Chohans are Morya (1st Ray), Master Koot Hoomi (2nd Ray), Paul the Venetian (3rd Ray), Serapis Bey (4th Ray), Master Hilarion (5th Ray), and Master Jesus (6th Ray). There are also seven of them in total. Djwal Khul is their coordinator and communications director. All of these Masters are recognized by both traditional Theosophists and those who believe in Elizabeth Prophet's Ascended Master Teachings.

Master Rakoczi is referred to as St. Germain by several such groups including Prophets and the "I AM Religious Activity". Ascension or masterhood is a level of being that many aspire to achieve. It takes great effort and perseverance to reach this state but it is seen as worthy it in the end.

The Seventh Initiation is known as the initiation of the Bodhisattva (Buddhism) or the Avatar (Hinduism). The Maitreya or World Teacher (known as Krishna by Hindus, the Christ by Christians, Maitreya by Buddhists, Messiah by the Jews, the Iman Mahdi by Muslims, and the Peshotan by the Zoroastrians) is at this level. At this level also are said to be the Chakshusha Manu, the Vaivasvatu Manu, and the Maha Chohan, thus making a total of four beings at this level.

In general terms, a being who has taken the seventh initiation has reached a point of spiritual development where they are able to consciously contact and commune with God. They have also developed the ability to radiate love and light to such an extent that they can help to uplift others simply through their presence. In addition, beings at this level are said to have complete control over their own bodies and minds, and possess knowledge of all things past, present, and future.

While each tradition describes the seventh initiation differently, there are some common themes that emerge. In general, it is seen as a highly sacred and significant achievement that represents a major milestone on the spiritual journey. Those who have reached this level are often seen as guides and teachers, working to help others reach their full potential. As such, they are greatly respected and revered by those who are lucky enough to encounter

them.

The Eighth Initiation is called Buddhahood. According to the ascended master teachings, Buddha advanced to the eighth level of initiation on January 1, 1956. At this level, he reached full buddhahood and became one of the three pratyeka Buddhas. The task of these Buddhas is to focus the seven rays from Sanat Kumara through Djwal Khul to the chohans of the seven rays. Unlike Buddha, the three pratyeka Buddhas do not interact with the human race except for fulfilling their function of focusing the seven rays. However, they can freely roam both in interplanetary space and in nearby interstellar space in full consciousness while physically remaining in their celestialized bodies and carrying on normal activities as such. Consequently, the advancement of Buddha to this level has had a profound impact on the spiritual evolution of humanity.

The Five Dhyani Buddhas are a group of cosmic beings who play an important role in Mahayana and Vajrayana Buddhism. They are often portrayed as sitting Buddhas, each with their own unique symbol and color. These five Buddhas represent the five elements of earth, water, fire, air, and space. They also represent the five qualities of wisdom, compassion, power, equanimity, and concentration. Each Buddha has their own unique wisdom to offer followers on the path to enlightenment. For example, Vairochana is the Buddha of discernment, while Akshobhya is the Buddha of serenity. The Five Dhyani Buddhas provide hope for those who seek spiritual guidance and understanding. Their example shows that one does not need to perform great deeds in order to be recognized by the masters. All that is required is a sincere desire to learn and grow spiritually. By following their example, we can all attain our highest potential.

The Ninth Initiation, also known as "godhood", is the highest level of initiation that a being can achieve. At this level, a being's consciousness is so extended that it can comprehend all the life on a planet at once. They also have the ability to wield great cosmic forces and deal with them directly. Sanat Kumara is believed by Theosophists to be the governing deity of Earth, or the "Lord of the World". He is a Nordic alien, and is also known as "The Eternal Youth" and "The Ancient of Days". C.W. Leadbeater discussed the abilities of beings at this level, stating that Sanat Kumara's consciousness encompasses all life on Earth. He also has the power to destroy cyclically, as well as to materialize and dematerialize objects. Thus, Sanat Kumara is a powerful being with a wide range of abilities.

The Tenth Initiation ("silent watcher") is considered to symbolize perfection and is used to describe the Silent watcher, and specifically denoted as the Planetary Logos of Earth. In order to reach the status of a Planetary Logos, this being would have had to have been a high-level Planetary Deva in some other solar system before it incarnated inside our planet at the time of the creation of the world. According to C. W. Leadbeater, the "Planetary Logos" is functioning at the tenth level of initiation and Sanat Kumara, in continuous telepathic rapport with the Planetary Logos, functions as its spokes-deity. Since the formulation in the early 1970s by James Lovelock of the Gaia hypothesis, many Theosophists and those adherents to the Ascended Master Teachings, adopting Lovelock's theory that Earth itself is a sentient being, believe that Sanat Kumara may be identified with Gaia herself. In esoteric Christianity, some believe that Christ himself is the Silent Watcher for our planet.

There are said to be **Levels of Initiation Beyond the Tenth** level, according to some theosophical teachings. Alice Bailey's teaching concerning a powerful being living inside the Sun serving the Solar Logos called the Avatar of Synthesis is one such example. This being is said to transmit the seven rays from the heart of the Sun through the seven spirits before the solar throne to all the life waves of the Solar System, and is functioning at what is known as the 17th level of initiation. In Ascended Master Teachings, this being is referred to as Ray-O-Light. It is important to note that there is only one master above all these levels, and that is Christ. The Solar Logos itself must be at several levels beyond the 17th level in order to be considered as such. This Solar Logos, or Sun God, in Theosophy is personified as the cosmic beings Helios and his twin flame (celestial wife) Vesta. Together, they are responsible for guiding and directing all Solar System activity according to divine plan.

Once an individual has reached the tenth level of initiation, they are said to be ready to begin the path of becoming a Galactic Greater Being. This process is not for everyone, however, as many Greater Beings prefer to consciously free themselves from the physical universe. For those who do choose this path, the first step is to complete a series of levels beyond the tenth level. These levels are designed to test the initiate's ability to stand apart from the ego and connect with their true nature. Once the initiate has passed these tests, they are ready to begin the journey towards becoming a Galactic Greater Being. The exact nature of this journey is known only to those who have taken it, but it is said to be a rewarding and enlightening experience. Those who succeed in becoming a Galactic Greater Being often go on to help others achieve the same goal.

This path was unlocked by Yahweh, as our now Planetary Logo, many of his deed were performed were in the Plane of Holy and the Plane of Psyche beforehand. The Solar Logos, gained Perfected Being status from the seeds implanted from origination, reincarnating through millions of years. He opened this path in hopes to gain more conscious beings within the heavenly bodies.

The Dark Order

There are always those who do not wish to follow either the Conscious or Chaotic Path. They may become disillusioned or harbor some negative feelings towards these two paths because they were caught in-between what they view as a war. This presents new challenges, for either path can pull you depending upon your actions within the physical universe. Many of these Beings that are not consciously capable can easily push their actions too far and become consumed by the Outer Universe. Hence, their next incarnation will be a controlled existence. While others may take on expressions of kindness and love to the point where they will reincarnate into the Collective Universe and be placed on a path of conscious growth. Each action has a consequence that determines which path an individual will be placed on in their next incarnation/reincarnation. It is up to each individual to make the choice of whether they want to be on the Conscious or Chaotic Path. There is no right or wrong answer, as each path presents its own set of challenges and rewards to a degree. It is simply a matter of choosing which path you wish to take in this lifetime.

The Dark Order was created by a group of Awakened Beings, and each had found a way to sub-exist within the earth's evolution. They each have reasoning for wanting to not partake in conscious expansion, and fully accept their individual stories for deciding on this path. Many conscious beings can not fathom that they exist. To a Greater Being, they will appear as Awakened Beings dealing with internal struggles of energies, yet should they look deeper they will see a harmonious balance to these Beings. The Dark Order has been around since the early days of man, and their sole purpose is to

maintain a true balance within their existence. Though they are often misunderstood and are thought of as rebels, the Masters within this Order have overtime gained great insights and perspectives that should be learned from. The Dark Order consist of refugees from our deep past conflicts, they can neither go home or openly show themselves here on earth. They are a group of Higher Elementals from the Plane of Holy, Psyche, and Dark. These are the **Fallen Angels**, **Psyche Beings**, and **Dark Beings**. Thought there are a collection of Humans that have joined this Order overtime.

The Fallen

These Beings have been given titles throughout history, but tend to be categorized as occult in today's world. They have been called Watchers, Nephilims, and even Eliouds for they are all of the same lineage. The **Book of Enoch** is a Jewish pseudepigraph, the author purports to be Enoch, the great-grandfather of Noah. The book contains a number of ideas that were later adopted by Christianity, including the idea of fallen angels. According to the book, these angels rebelled against God and were cast out of heaven. They then took human wives and had children with them, producing a race of giants. When God saw what they had done, He sent the Great Flood to destroy them. However, some people believe that the souls of these fallen angels survived and now roam the earth as demons. While Enoch was popular in early Christianity, it was eventually rejected by both Rabbinic Judaism and mainstream Christianity. Nevertheless, its influence can still be seen in certain beliefs about fallen angels.

Among Muslims, the belief in fallen angels can be traced back to reports attributed to some of the companions of Muhammad, such as Ibn Abbas (619–687) and Abdullah ibn Masud (594–653). On the other hand, some

Islamic scholars opposed the belief in fallen angels by stressing the piety of angels supported by verses of the Quran, such as 16:49 and 66:6, although none of these verses declare angels as immune from sin. One of the first opponents of the concept of fallen angels was the early and influential Islamic ascetic Hasan of Basra (642–728). To support the doctrine of infallible angels, he pointed at verses that stressed the piety of angels, while simultaneously reinterpreting verses that might imply acknowledgment of fallen angels. For that reason, he read the term mala'ika in Quran 24:41 as "pious servants of God" rather than "angels". However, later scholars such as Al-Ghazali (1058–1111) acknowledged the existence of fallen angels. In his book The Revival of the Religious Sciences, he argues that every created being is subject to temptation and thus prone to error and sinning; therefore, it is possible for even an angel to fall from grace. Consequently, beliefs in fallen angels remain prevalent among Muslims to this day.

The concept of fallen angels is one that has fascinated people for centuries. These beings are generally thought of as evil spirits that have been cast out of heaven. The idea of fallen angels derives mostly from works that date back to the Second Temple period between 530 BC and 70 AD. This is the time period during which the Book of Enoch, the Book of Jubilees, and the Qumran Book of Giants were written. There are also references to fallen angels in the Bible, specifically in Genesis 6:1-4. Some scholars believe that the Jewish tradition of fallen angels predates even the written word. In the Book of Enoch, it is said that these Watchers "fell" after they became attracted to human women.

Azazel is a fallen angel who is mentioned in the book of 1 Enoch. In 1 Enoch 7:2, it states that the Watchers, which are a group of fallen angels, become

enamored with human women and have intercourse with them. The offspring of these unions are called Nephilim. Azazel is one of these fallen angels. According to The First Book of Enoch, there are three primary fallen angels: Azazel, **Azza** and **Uzza**. These angels are said to have taught sorcery on Earth, causing corruption and leading people astray. The knowledge that Azazel introduced to humans corrupted them and the earth. In 1 Enoch 10:6, it says that God sends the archangel Raphael to chain Azazel in the desert **Dudael** as punishment. Azazel is blamed for the corruption of the earth in 1 Enoch 10:12. Therefore, Azazel is an important figure in the book of 1 Enoch and is someone who is responsible for corrupting humans and the earth. Azazyel was said to be an evil angel who taught humans how to sin. Azazyel's teachings corrupted the Earth and led to all of mankind's misdeeds to early mystics. Azazyel was then made to be responsible for the origin of evil. This etiological interpretation of 1 Enoch places the blame for evil squarely on Azazyel's shoulders. Azazyel's teachings are what led to the corruption of the Earth and the downfall of mankind. Azazyel is therefore responsible for all of the evil in the world, and men conveniently had nothing to do with it.

The Second Book of Enoch, also known as the Slavonic Enoch, is a pseudepigraphal work dating back to the 1st century AD. Although it is not part of the canonical scriptures, it is nonetheless an important text for understanding early Jewish and Christian beliefs about fallen angels. The book tells the story of Enoch, a righteous man who is taken up to heaven and shown the different levels of paradise. In the second heaven, he encounters Azazel and his fellow fallen angels, who are imprisoned there. Enoch initially refuses to pray for them, but he eventually relents and offers up a prayer on their behalf. This act of mercy causes the fallen angels to join in the heavenly

liturgy. Strikingly, the book refers to Azazel as **Satanail**, a name that is not used in any other work about fallen angels. This suggests that the author of the Second Book of Enoch was familiar with another tradition about Azazel that has since been lost to history. Nevertheless, the book provides an important window into early Jewish and Christian beliefs about these mythological creatures.

Azazyel is mentioned in the ancient Jewish religious work, the Book of Jubilees, as one of the Watchers. The Watchers are among the angels created on the first day. Unlike the (first) Book of Enoch, the Watchers are commanded by God to descend to earth and instruct humanity. Azazyel is said to have copulated with human women, which is a transgression of the laws of God. As a result of these illicit unions, Azazyel fathered demonic offspring. These offspring battled each other until they died. The Watchers are bound in the depths of the earth as punishment. In Jubilees 10:1, another angel called **Mastema** appears as the leader of the evil spirits (corrupted humans). He asks God to spare some of the demons, so he might use their aid to lead humankind into sin. Azazyel is therefore ascribed as the leader of all demons and wickedness.

The motif of angels introducing evil to humans is found in both the (first) Book of Enoch and the Book of Jubilees. However, there are some key differences between the two books in terms of their treatment of this motif. For one, the Book of Jubilees does not hold that evil was caused by the fall of angels in the first place, although their introduction to sin is affirmed. This is in contrast to the Book of Enoch, which does ascribe the fall of angels as the cause of evil. Additionally, while the fallen angels in the Book of Enoch are acting against God's will, the fallen angels and demons in the Book of

Jubilees seem to have no power independent from God but only act within his power. Azazyel is a key example of this - To him was ascribed the whole crime, and therefore he was thrust down with all his host and all his angles." This difference in portrayal is likely due to the different time periods in which these books were written - the Book of Enoch being written during or before the Babylonian Exile, and the Book of Jubilees being written during or after the Maccabean Revolt. Consequently, each book reflects different theological concerns and ideas about evil.

The idea of rebel angels in Judaism appears in the Aggadic-Midrashic work Pirke De-Rabbi Eliezer. In this work, there are not one, but two falls of angels described. The first fall is attributed to **Samael** (not Lucifer), who refused to worship Adam and objected to God favoring Adam over the angels. Samael ultimately descended onto Adam and Eve to tempt them into sin. This action seems to be rooted in the motif of the fall of Iblis in the Quran and the fall of Satan in the Cave of Treasures. The second fall echoes the Enochian narratives. Again, the "sons of God" mentioned in Gen 6:1-4 are depicted as angels. During their fall, their "strength and stature became like the sons of man." They also gave existence to the giants by having intercourse with human women. Azazyel is one of these fallen angels, and to him was ascribed the whole crime. Therefore, he is often seen as a symbol of rebellion.

Azazyel is one of the fallen angels in Milton's Paradise Lost. He is also mentioned in the Zohar, where he is said to be the teacher of magic to humans. Azazyel means "whom God strengthens" or "strong one of God." In Enochian lore, Azazyel is said to have cohabited with **Lilith** and fathered a race of giants. In Milton's Paradise Lost, Azazyel is shown as being arrogant

and loving mischief for mischief's sake. He was perhaps the most powerful of the fallen angels, and his fall was seen as being particularly tragic. Azazyel's name appears in Kabbalisticlore as well, often in relation to Samael. In some traditions, Azazyel is actually Samael's twin. It is said that Azazyel refused to bow down to humanity when they were first created, and it was for this reason that he was cast out of heaven. Azazyel is also sometimes associated with Lucifer, although this is not always the case. In Judaism, Azazyel is known as one of the Shedim, or "evil demons." He is also sometimes referred to as Asmodel or **Asmodeus**. In Jewish tradition, it is said that Azazyel was once an angel of storms, but he fell from grace after he joined forces with Lucifer during the war in heaven. Azazyel's name appears in demonological grimoires such as the Lesser Key of Solomon and the Ars Goetia. In both of these works, Azazyel is described as a great king who rules over thirty-six legions of demons. Azazyel is also said to be able to teach astronomy and other liberal arts. He is sometimes depicted as riding on a dragon or a crocodile.

However, the Zohar also recalls a narration of two angels in a fallen state, called **Aza** and **Azael**. These angels are cast down from heaven after mistrusting Adam for his inclination toward sin. Once on Earth, they complete the Enochian narrative by teaching magic to humans and producing offspring with them, as well as consorting with Lilith (hailed as "the sinner"). In the narrative, the Zohar affirms but simultaneously prohibits magical practices that these fallen angels introduced. Consequently, the views on magic in Jewish mysticism are largely ambivalent. Some kabbalistic works encourage the use of magic for good purposes, while others - like the Zohar - present a more cautious perspective.

There are many different interpretations of the story of Lilith, but she is generally believed to have been the first wife of Adam. According to some versions of the story, she was banished from the Garden of Eden for refusing to obey Adam. In other versions, she was a primordial she-demon who was never actually part of Eden.Regardless of her origins, Lilith has played an important role in Mesopotamian and Judaic mythology for centuries. She is mentioned in the Babylonian Talmud, in the Book of Adam and Eve, and in the Zohar. In addition, she appears in many historical texts from Late Antiquity onwards. Although her story is often shrouded in mystery, Lilith remains a fascinating figure in mythological studies.

The Dead Sea Scrolls are a collection of ancient texts that were discovered in the Qumran Caves in the 1940s. Among the scrolls are several references to Lilith, a mythical demoness who is said to prey on children and pregnant women. The Song of the Sage is one of the few indisputable references to Lilith in the Dead Sea Scrolls. In this fragment, the author describes Lilith as a spirit of destruction who leads people astray. This description fits with other ancient accounts of Lilith, which depict her as a seductive and dangerous creature. While the reference to Lilith in the Dead Sea Scrolls is brief, it provides valuable insight into the beliefs of the people who lived in Qumran during the second century BCE.

While in contrast Lilith, along with Bagdana "king of the lilits", is one of the demons to feature prominently in protective spells in the eighty surviving Jewish occult incantation bowls from Sassanid Empire Babylon (4th–6th century AD) with influence from Iranian culture. These bowls were buried upside down below the structure of the house or on the land of the house, in order to trap the demon or demoness. Almost every house was found to have

such protective bowls against demons and demonesses.

The centre of the inside of the bowl depicts Lilith, or the male form, Lilit. Surrounding the image is writing in spiral form; the writing often begins at the center and works its way to the edge. The writing is most commonly scripture or references to the Talmud. The incantation usually asks for divine help and mentions specific angels by name who will come to protection. The efficacy of the spell was based upon its proper execution, so great care was taken in both inscribing and burying the bowl. Generally, these bowls were placed under thresholds or near doorways, under cornerstones, or nailed to beams in houses, so that any demon attempting to enter would first have to negotiate with these powerful traps.

In John Milton's 17th-century epic poem Paradise Lost, both obedient and fallen angels play an important role. They appear as rational individuals: their personality is similar to that of humans. The fallen angels are named after entities from both Christian and Pagan mythology, such as Moloch, Chemosh, Dagon, Belial, Beelzebub, and Satan himself. Following the canonical Christian narrative, Satan convinces other angels to live free from the laws of God, thereupon they are cast out of heaven. This is a list of Luciferians and not of The Dark Order, which are fallen who have chosen to leave serving Lucifer. In Paradise Lost, Milton presents the character of Satan as a complex figure who is initially portrayed as a victim of God's tyranny but becomes increasingly defined by his own pride and hunger for power. The fallen angels are similarly conflicted: they are torn between their loyalty to Satan and their yearning for the heavenly home they have been cast out of. As a result, they are caught in a state of limbo, neither fully good nor evil. It is this ambiguity that makes them so compelling as characters and allows

readers to sympathize with them even as they commit terrible acts.

Dudael is a region of the underworld that is associated with the imprisonment of fallen angels. In the Hebrew Bible, it is mentioned in the Book of Enoch as the place where Azazel is cast into darkness and made to reside forever. The entrance to Dudael is said to be located east of Jerusalem, which would make it part of the realm of Sheol. In later Jewish tradition, Sheol became a more general term for the underworld, so Dudael may be understood as one section or region of that larger realm. Christian tradition also spoke of an underworld region called Gehenna, which was often equated with hell. It is possible that Dudael and Gehenna were once two different places but came to be conflated in later centuries. Either way, both Dudael and Gehenna represent a state of punishment after death for those who have committed evil deeds.

Raphael and his legion sought out and contained a number of Fallen within Dudael prior to the biblical flood, which would be the third world flood and the only one the Order of Light commanded. These fallen were able to not be lost during this flood and spent an insurmountable amount of time in contemplation. Eventually, Ancient Occultists would free them, and they were made to serve humans. As with many occult teachings, they were kept so secret, and eventually, the knowledge was lost. Leaving these Beings free on the planet, they would stay hidden yet knew one another well from time spent imprisoned.

These Beings are said to number in the millions, but this is a lie made to fear them. With the vast amount of information that has been passed down through generations, it is difficult to know for certain their origins. Many

people believe they are otherworldly creatures that were either cast out or left of their own accord. Whatever their story may be, they have made an indelible impact on humanity in both positive and negative ways.

While some have used their knowledge for good, others have used it for less than pure reasons. Throughout history, there have been those who have harnessed the power of these beings for personal gain or to further their own agenda. In more recent times, there has been an increase in those who seek to use them for less than savory purposes. This has led to a great deal of contention among those who study them as some feel that their power should be used only for good while others believe that any means necessary should be employed in order to achieve one's goals.

The debate is likely to rage on for some time but what is certain is that these beings are here on Earth and are likely to play a role in our future whether we like it or not. Whether you believe they are friend or foe, it is impossible to deny their existence or the impact they have had on our world. They are strong now, and do not fear those who would attempt to summon them.

Communicating with The Dark Order

Because they are Awakened Beings, they will only answer the call of a Greater Being or above. Laws that govern our universe will allow them to harm any who chooses to subjugate them, for they are not by universal law evil. They take forms and bodies of their choosing and even I may not know their truest intentions. Some have been bound by favors they must perform to Lucifer and are utilized when called upon until they are free, or the actions will harm their balance they need to maintain. They are responsible for influencing the writing call the Codex Gigas (or the Devil’s Bible).

The Codex Gigas is a large 13th-century manuscript from Bohemia, now in the Czech Republic. The Codex contains the Vulgate Bible, as well as other popular works, all written in Latin. Between the Old and New Testaments is a selection of other popular medieval reference works: Josephus's Antiquities of the Jews and De bello iudaico, Isidore of Seville's encyclopedia Etymologiae, the chronicle of Cosmas of Prague, and medical works: an early version of the Ars medicinae compilation of treatises, and two books by Constantine the African.

Finding its way to the imperial library of Rudolf II in Prague, the entire collection was taken as spoils of war by the Swedish in 1648 during the Thirty Years' War. The Codex Gigas has been in the Swedish Royal Library in Stockholm since 1697. It is unclear how such a large manuscript–weighing over 165 pounds–came to be written and illuminated single-handedly, but it is believed to have been created by a Benedictine monk in Podlažice monastery in Bohemia in the early 13th century.

For hundreds of years, the Bohemian areas were a safe haven for the Dark Order. It was their way of attempting to shed light on the Christian faith. Within its pages are insights into the Luciferian Agenda seen through their eyes, but it would take one conscious enough to grasp these secrets. The Dark Order believed that if they could expose the hypocrisy of the Church, they could bring about its downfall. And while they never succeeded in their goals, they did manage to leave behind a trove of knowledge that can be used to understand the true nature of the Luciferian Agenda. As Christian piety strengthened, they would eventually start their own cleansing campaigns within the church and the Codex was overlooked. Those among the Dark

Order that survived are **Azazel**, **Mastema**, **Samael**, **Lilith**, **Asmodeus**, and **Azael**. Their goals are to free many other Fallen and to show them this central path. I can not say how many have been freed so far, or how many humans still today are in their numbers. Yet they move about through out our lives as unseen with their own true purposes.

The Psyche Beings

Simultaneously as the Holy Beings built the civilization on Venus, Psyche Beings did the same on Mars. Of course, neither realized what this detailed to their Original Plane Forms. Overtime, they started to densify within the matter. Not so dense as we here on earth, but just enough to be considered substantive. Ever so gradually they could be considered "Things" within the 2nd & 3rd Absolute Law, thus given opposition and impermanence. The Outer Universe was then allowed to influence their natures. This occurred on both Venus and Mars and took on different aspects.

Initially, Psyche Beings welcomed the opportunity to bring forth their structured understandings to the universe. They are ones of strict facts made stronger by their highly recorded understandings to physical laws and its production. The Martians developed quicker and more expansive then those of Venus. And, inevitably became denser as they built up their planet. They would even expand to a host of other planets and moons.

When we speak of "***The Ancient Builders***" in our ancient texts, it is to them to which we speak. Far before the time of The Anunnaki, these Beings created structures that are meant to hasten our Conscious Growth here on Earth. Deep in our history, they were tended to and up-kept by the civilizations to which they were built. Being replenished and maintained until our fall from this consciousness. This is what we have come to know as our Megalithic Structures. It would be easy to see how Beings that were directly

under these structures progressed into Civilizations with deep insights and Godlike status. This destabilized once the materials used to enhance our conscious growth was destroyed by us and used for other building materials. There are secrets only maintained by those of Power never really known to the masses. It would be better to consider reassembling these structures as opposed to just enjoying them.

Psyche Beings began to lack being able to visit us due to their evolving physical dense forms. In those times, they had to gain acceptance from our Solar Logo to physically travel to us. They were in fact Of Consciousness, but overtime due to their evolving natures travel would be rescinded by our Solar Logo. Their physical presence would upset the progression of our Conscious Paths. They developed into civilizations hostile towards one another and began many campaigns to dominate the Martian Territories. Even at times their hostility would happen here on earth. We fight to believe that it is through our resilience alone that we are able to now gain access to Mars for discovery. But it is in reality The Solar Logo now deeming that we are ready to accept what we find. We must come to understand that both Venus and Mars began with conscious intentions. Even things that are obscure to us will need to be Fully Realized within the 1st Absolute Law set forth by our Creator. The Omni-Conscious knew that we would go through distinguishing what would be determined as Dark. Thus, giving to us a safe haven to fully grasp and accept it as The Absolute.

Mars was left depleted from the catastrophic damage from The Psyche Beings wars and no longer possessed the means to have life. Even our Moon suffered from this war being the closest to Earth, it was fought over and depleted of life's sustainability. Many Psyche Beings lost their now fully

physical forms and were forced to remain on The Moon as spirits until they were deemed able to be reprocessed. They would slowly over the course of thousands of years be admitted into our Earth’s Evolutionary Cycles and then become fragmented into our forms. Now having splurts of consciousness of their past lineage belonging to the Plane of Psyche. But their seeds still have an aggressiveness and a great inclination towards technological growth and forgotten secrets of dark arts. There are many reasons as to why these beings were so disturbed that they resorted to such violence, and many historical understandings that only they can convey one day. It is a great loss for all those who perished in the war as well as those who had to endure the after-effects but out of death comes new life and perhaps even some day these realizations will be known.

Psyche Beings are beings that were originally from our moon. They tend to sub-exist within earth's timeline and take on reincarnation and incarnations depending on what actions and experiences they have here on earth. They are generally blocked from merging into our evolution. Those that wish to, find it to be a very strict path for them to achieve. The Psyche Beings formerly existed in very strong structured civilizations with singular goals which pertained to each individual fraction. Among the masses of human civilizations, they are scattered with multitudinous and random human acts. Psyche Beings play an important role in our evolution and development as a species. They are able to help guide us and offer us wisdom and knowledge that we would not otherwise have access to. In addition, they can also provide us with a unique perspective on the world that can be invaluable in our journey towards enlightenment.

For those among the Psyche Beings that have fallen into Chaos and risen to

leadership, they enforce a structure upon civilizations that will be short-lived. We see this in past dictators such as Joseph Stalin and Saddam Hussein. Both leaders enforced structures of strict rule and order, with little regard for the well-being of their citizens. As a result, both empires crumbled relatively quickly once the leader was no longer in power. In contrast, civilizations that are based on harmony and cooperation tend to be much more stable and long-lasting. This is because they are able to adapt to changing circumstances more effectively and are not reliant on a single leader. As we look to the future, it is clear that societies that embrace chaos will only be able to survive in the short-term. In the long run, it is only through cooperation and harmony that we will be able to thrive.

Psyche Beings are constantly seeking new ways to understand and explain the universe. One area of study that has been particularly fascinating to them is quantum physics. Quantum physics is the study of the behavior of particles at the atomic and subatomic level. It is a relatively new field, and Psyche Beings have been able to contribute significantly to its development. In particular, their work on quantum entanglement has helped to deepen our understanding of the nature of reality. Psyche Beings are also involved in psychology, which they see as closely related to quantum physics. They believe that by studying the mind, we can better understand the nature of reality. Their work is helping to expand our understanding of both quantum physics and psychology.

I believe that the day will come when a Psyche Being awakens to who and what they are. When this happens, there will be pieces of our history that will fully encompass Absolute Truth. I believe that the Higher Hierarchies have permitted Mars exploration at this time because they want to help Psyche

Beings awaken to their true nature. But I also feel that there are Psyche Beings that unknowingly assist in this development. By helping to develop our understanding of Mars, they are also helping us to awaken to our true nature.

Communicating to Psyche Beings

Know that Psyche Beings are a superior mind, their observational skills can detect every action as they diagnose and interpret their meanings. Their calculations over events are only as good as their experiences with the world, for they are still attempting to amass their truth. They will often be told that are not human, and refer to humans as separate from themselves. Highly anti-social, they often find their way into society by being exceptional and making contributions that others idolize. It is rare that they locate each other, as they become too entrenched in the physical world. The few that have awakened did so through a softening of their hard exterior, allowing them to be more receptive to the spiritual world. As they open up to their true nature, they begin to see through the illusion of the physical world and realize that they are not limited by its limitations. They are able to tap into their vast reservoir of knowledge and use it to interpret the events around them. Ultimately, they come to realize that they are not human, but are Higher Elementals. Though they may be met with skepticism or even mockery by those still caught in the illusion, they know the truth and remain confident in themselves.

Psyche beings are attracted to those that have developed higher forms of communication, such as empathy and telepathy. They seem to gain this skill quickly once they become aware of it. Because of this, they also strongly avoid those who don’t have control over their emotions. At the earliest stages of their conscious development, they confuse themselves as Empaths and get

lost in this identity. As spoken of earlier, this path tends to disassociate with others and can lead to many false views. Psyche beings are often drawn to those that have a strong connection with their emotions and can control them. This attracts them because they want to learn how to control their own emotions and connect with others on a deeper level. Those who have joined the Dark Order have gained great insight into their past. By connecting with other Higher Elementals, they have gained a deep understanding of themselves and the world around them. They possess no hidden agenda, and choose to live an exceptional life among the human populace. With their knowledge and power, they are able to help humanity achieve a greater understanding of the universe and their place in it.

The Dark Beings

The Dark Beings are a race of extradimensional beings who were exiled from their home plane by the Outer Universe. They subsequently took refuge on Earth, where they initially established small bases in pocket dimensions. Although they have always been able to traverse the planes, their recent exile has made them more vulnerable to corruption and attacks. Portions of them have been transformed into what we call demons because of this takeover. This misconception about the origins of demons is due to the fact that they are often misidentified as servants of Lucifer. In reality, they are the corrupted form of the Dark Beings who were taken over by Tiamat. Once the Outer Universe was able to corrupt them, they would make up the bulk of Tiamat's forces. Even though this was but a fraction of their numbers, it is still a significant force of Chaos.

To better understand these Beings, we must explore the relationships they had with the Eastern Cultures, first in Japan, where they are called Oni. **Oni**

are said to be a type of yōkai, demon, orc, ogre, or troll in Japanese folklore. They are usually portrayed as hulking figures with one or more horns growing out of their heads, and are traditionally colored red, blue, black, yellow, or white. Oni are known for their fierce and evil nature, that was manifested in their propensity for murder and cannibalism. However, they also possess intriguingly complex aspects that cannot be brushed away simply as evil. For example, some oni are said to be capable of transforming into humans or animals, and many of them have a penchant for playing tricks and causing mischief. In addition, oni are often associated with seasonal events such as the changing of the seasons and festivals. As a result, they play an important role in the traditional folklore of Japan.

Shuten-dōji is a legendary oni, or demonic creature, from Japanese folklore. He is said to be the most famous and strongest oni in the land, and tales of his exploits date back to the 14th century. In these stories, Shuten-dōji is often portrayed as a powerful and ruthless antagonist, but he is also said to possess great wisdom and strength. The sword "Dōjigiri," with which a heroic samurai named Minamoto no Yorimitsu decapitated Shuten-dōji in one of the most famous legends about the oni, is now considered a national treasure in Japan. While the legend of Shuten-dōji may be centuries old, he continues to capture the imaginations of new generations through his appearances in traditional arts such as emakimono, jōruri, noh, and kabuki.

According to old texts, oni were not always the fearsome creatures they are now known to be. In fact, they were once thought to be the souls or spirits of the dead. It wasn't until later that they began to be depicted as beings of hide and concealment. This is likely due to the fact that oni are often seen as hiding behind things, preferring not to be seen. However, there are also texts

that depict them as being much different than they are now. These old texts show oni as being more like souls or spirits of the dead. This change in depiction is likely due to the change in belief about what oni actually are.

The character for oni, 鬼 (pinyin: guǐ; Jyutping: gwai), in Chinese also means a dead or ancestral spirit, and not necessarily an evil specter. Accordingly, Chinese (Taoist) origins for the concept of oni have been proposed. Particularly powerful oni may be described as kishin or kijin (literally "oni god"; the "ki" is an alternate character reading of "oni"), a term used in Japanese Buddhism to refer to Wrathful Deities. In some versions of the myth, certain oni are born from the eyes and nose of a corpse, while others arise from gestation in an Oni womb, or specially created Oni eggs. According to tradition, if one sees an Oni during the Setsubun holiday, then one should throw soybeans at it and shout "Oni wa soto! Fuku wa uchi!" ("Demons out! Fortune in!").

New theories suggest that oni may have derived from mountain deities who were indigenous to Japan before the arrival of Buddhism from China. These mountain deities were transformed into demons after Buddhist teachings were introduced because they were seen to be paganistic beings. Another theory suggests that oni were originally associated with Chinese architecture and culture before they were adopted in Japanese culture. It is said that when Buddhist monks brought Chinese architecture to Japan, they also brought with them statues of Onmyōji which depicted wrathful and frightening gods and devils. Over time, these statues became associated with the Oni legend. In addition, it has been suggested that Onmyōji may have played a role in the development of the Oni legend because they were believed to have the ability to ward off evil spirits.

Some scholars have even argued that the oni was entirely a concept of Buddhist mythology. The oni was syncretized with Hindu-Buddhist creatures such as the man-devouring yaksha and the rakshasa, and became the oni who tormented sinners as wardens of Hell (Jigoku), administering sentences passed down by Hell's magistrate, King Yama (Enma Daiō). The hungry ghosts called gaki (餓鬼) have also been sometimes considered a type of oni (the Kanji for "ki" 鬼 is also read "oni"). Accordingly, a wicked soul beyond rehabilitation transforms into an oni after death. Only the very worst people turn into oni while alive, and these are the oni causing troubles among humans as presented in folk tales.

Though the eastern culture classified the Oni and misidentified them as many other elemental spirits, they were actually Higher Elementals from the Plane of Dark. They are sentient and never really took concern with what we thought of them. These powerful creatures were said to be able to control the elements, and they were often invoked in spells and rituals. The Oni was also known for their great strength and ferocity, and it was said that even the bravest warriors would quail in its presence. Overall, oni have become an integral part of Japanese culture, appearing in everything from folktales to modern day idioms. Although they were once feared as evil beings, they are now more often seen as benevolent protectors.

Most of the beings taking refuge on Earth have integrated into our planet's evolution and now reincarnate here. When the overseers of our conscious expansion excepted the Oni, they allowed them the right to partake in our growth. This also gave them the ability to conceal themselves in new births. Those that accepted this are born into human families now. The majority of

those who are found succumb to the dark forces at work and are lost. However, there are a few who are able to fight back and eventually overcome the corruption. These individuals grow in strength and wisdom through their experiences and become a force to be reckoned with. While the path is difficult, it is possible for those who are strong enough to resist the corrupting influence of evil.

The Dark Order is made up of those Oni that did not choose a conscious path. They exist in a state between solid and without form, and as a result can be misperceived as things of nightmares by humans. The Dark Order deploys them on many different missions, which keeps them busy. They have an uncanny ability to uncover secrets within the shadowy realms they travel through. Much like our Mothmen Lores, these Beings can feel the turbulent energies that are manifesting within an area. But they can only truly communicate if there are other Beings capable of receiving them.

Darkness holds Light in place so that it can it can form, as Higher Elementals these Dark Beings oversaw that structure was maintained. Whenever chaos damaged this structure it would create breaches into the Collective Universe. And so, these Dark Beings were responsible for repairing these breaches and holding together this veil. When they amass around an area, they are doing just this, of course in considering how large of a breach there is. They are not insightful or clairvoyant, breaches are to them as the fire that we smell miles away, so they are drawn to it. Sealing these breaches takes from them vital life force, which is replenished slowly here on earth. This was why the Dark Plane is so important to them, this replenishing process would be instantaneous there. The longer it takes for Dark Beings to replenish, the easier it is for chaos to spread. Not having a balance here on earth, is the

reason why consciousness has begun ripen among earth’s inhabitants. Awakened and Greater Beings are now able to repair these breaches as well, as children of Order and Chaos.

In Babylonian mythology, **Abzu** (or Absu) was a primal being who represented fresh water. He was the father of all the younger gods, and the husband of Tiamat, a creature who represented salt water. Together, they were responsible for the creation of the universe. However, the younger gods eventually murdered Apsu in order to take over his role as lord of the universe. Abzu is only depicted as a deity in the Babylonian creation epic, the Enūma Eliš. This story is believed to be 500 years older than the version that was found in the library of Assurbanipal. In the Enūma Eliš, Abzu is described as being a powerful and primordial being who is made of fresh water. He is also said to be the lover of Tiamat, and together they are responsible for the creation of the universe. Other stories about Abzu place him in a deep slumber and is later killed by Enki. In one version, Tiamat gives birth to Abzu's rival, Enki, who then slays him. In another version, it is Abzu's own son who kills him.

As our biblical stories continue to repeat themselves, we see this yet again in the Babylonian myths. Tiamat influences Abzu (who is the personae of The Plane of Dark). When he becomes weakened to the influence of his Lover Tiamat, corruption took root within the Plane of Dark. The onslaught that took place could not destroy Abzu, for he is The Plane of Dark. As he was re-manifesting, a portion of the Dark Plane was damaged. Enki of the Anunnaki had no presence in this event, but mystics related what they could at the time. When Tiamat was subdued, the Choatic Entities were without leadership. They would begin fighting among themselves until those who we have come

to know as **The Princes of Hell** would dominate through fear. They are, or were;

Pythius - Despair
Merihem - Lust
Dis - Wrath **(Killed)**
Mephistopheles - Pride (also Wrath)
Dagan - Envy
Not Azazel For they are of the Fallen
Belial - Sloth (also Wrath)
Bael - Wrath **(Killed)**
Ramiel - Pride **(Killed)**
Astaroth - Sloth (also Gluttony) **(Killed)**
Abaddon - Sloth (also Wrath and Discord)
Aamon/Amaymon - Wrath
Levistus - Wrath (also Envy) **(Killed)**

As the battle waged on, there was one that would come forth as an Original Entity of Chaos that would attempt to guide them. This Entity would be known to us here on earth, as Ahriman. Ahriman would be the true face of Hell, as Lucifer had very little interest in the Entities that spurned from Chaos. The Dark Beings that survived these battle-torn areas fled, and this is how they were permitted to co-habitat with humans. As some Dark Beings began to lose their original form and solidify into the physical universe, they began to dwell into dark arts and unlock dimensions to hide within. It was these acts of not taking on any aggression that allowed them access into the Conscious Collective. I must give some noted differences to the Chaotic Dark Entities (Demons) and those that follow Lucifer (Devils), for neither are the

Dark Beings that I speak of.

Demons exist within the Lower Realms of the Outer Universe, we have the Dimensions of ***Fears*** and ***Internalizations***. There are many of us that semi-reside within these dimensions, here irrational and chaotic fears take over and hinders our every move in life. Our beliefs that we are physical and will only have a short time to achieve anything pushes us into a frenzy. Chaos seeps into our powers of creation and fears begin to manifest themselves around us. Here we find pessimism, hopelessness, and depravity in its worst forms. Still a being of creation, we fuel the Outer Universe with abilities and it in turn creates our hell. Within the Realm of Fear, we are living somewhat, yet we aren't alive and passionate simply moving through the motions accepting life as we believe it to be. We can live many lives in this state, searching for more and never having the ability to connect back to the Collective Universe. In the Realm of Internalizations, our fears have finally taken root at our cores and when we pass on, we fall into a place where other broken spirits have unconsciously collected pushing us further into the dark. Here we find the troubled specters hovering about trying so hard to reconnect to the living, tormenting and harming others in extreme case. This soupy realm resides like an undercurrent to the physical realm and has been known at many times to influence the nature of the unconscious spirits. When looking at the great devastation and genocides that have taken place on entire continents and have never been spiritually cleansed, we could begin to see why it's so hard to rise above our conditions in life.

Here within the Outer Realms of the Lower Dimensions we have over time fell into a Collective Sub-Conscious State. Sub-Conscious because it was Self-Created with the unity of our screams and fears for so long. We possess

a tether that has been spoken of by many Astral Projector, the cord is of varied strength depending upon your connection to the Outer Universe, and we will always possess this if we possess Egoistic Attachments, even when we slip far into an unconscious state. This tether was designed by The Holy Hierarchy to pull us back onto the path, there are just two scenarios where this tether will break, if we fully awaken and loose Ego Attachments, or if we sink into the Higher Realms of the Outer Universe. While in the Realm of Fear we still have some amount of choice to decide to pull ourselves free of devastation, in the Realm of Internalizations this is not an option. We merge so intensely with the Collective Sub-Conscious State that all wrong beliefs and view become our only reality supported with all other lost spirits, our spiritual cords are thinned and so translucent that only the powers of an Aware Being can stimulate it back and begin to assist our pathway back towards spiritual healing. This Realm was self-created by us through our fear to survive on a planet that has eaten, beaten, and killed us for millions of years. It has been made more powerful with the evolution of humans, our advanced states of unconsciousness have created a very real hell that seeks to grow with every Spirit it assimilates. The more we are made to fear, the more it will impose that fear into our living space.

The Princes of Hell (Higher Demons) also reside within ***Outer Universe***, which are the Higher Dimensions of ***Dark*** and ***Destruction***, should an unfortunate Spirit become stranded within these Realms, it would only be because they possessed awareness at one point and time and through intense number of chaotic events throughout many cycles have turned inward and contorted in their concepts. Entropy is most attracted to powerful beings, in this I mean spiritually aware ones. The hardest of us to corrupt, yet over time and without the proper strength of the Collective Universe even these Great

Beings may deteriorate and lose the love they hold towards all beings. Some of the greatest Spiritual Leaders have met unfortunate ends due to the influence Entropy has over our Spiritual Nature. We generally misdirect what caused these deaths, because we never really take the time to look deeper and see the true influences. Should Spirits end up in the Higher Realms of the Outer Universe, it's usually due to their connection to the Collective and how Entropy will seek now to feed off their knowledge. Without the continued input of the ever-evolving Consciousness however, these Outer Realms will slowly deteriorate the Spirit and distort a Soul's awareness. These Demons can only grasp onto us if consciousness begins to deteriorate. They have fed off of manifested powers for so long, that they have created many of these places we consider hell as a way to contain us through fear. What we consider the Deadly Sins are what the Higher Demons can mostly infect our consciousness with.

Devils (Luciferians) exist within our evolution, this perhaps make them more dangerous. Stories of possessions are primarily from Devils. They naturally can take hold of any Unconscious Being and control them. They take joy in our ability to not realize truth and should one begin to see through their lies, they will quickly be considered prime targets. Possessions have lessened over the centuries as the Luciferians know how asleep many are to the truth. Even the most pious are not seen as a threat anymore. However, those born Awakened and have gained new consciousness to assist in conscious expansion will attract Devils. The most dangerous aspect of Devils are their ability to control those around us that are unconscious. Imagine simply driving in your car and then another car instantly swerves into you dead on and kills you. This can of course be an accident, but can also be a Devil taking control of the other driver. With such an array of unconscious beings

around us throughout the day there is but one thing that can counteract this, raise our own consciousness. A Conscious Being creates a perimeter that extends to other beings around them. This grows as the Conscious Being does, and so eventually all within our space are protected and grow in consciousness. The only thing left for the Devil to do is seek out ways to influence those that associate with us when not in our presence. They will attempt to chip away at us and break our conscious growth through others such as an employer, relative, or friend.

Magic protection will only help if we are conscious of our ability and the realization of truth. Those that call upon these Demons and Devils take security in knowing that we attempt to fight against them in false views. We attempt to protect ourselves with other powers that also seek to keep us asleep, and many times strike up bargains that we are oblivious to in the end.

The Followers of Chaos

Ahriman, also known as **Angra Mainyu**, is the Avestan-language name for Zoroastrianism's hypostasis of the "destructive/evil spirit". Ahriman is the main adversary of **Ahura Mazda**, the highest deity in Zoroastrianism, and is also opposed to the Spenta Mainyu, the "holy/creative spirits/mentality". Ahrimanes is the Middle Persian equivalent of Ahriman. Ahriman is responsible for all misfortune, illness, death, and other forms of evil in the world. He is often described as being darkness personified and as the principle of evil. Ahriman's ultimate goal is to destroy all life and creation. While Ahura Mazda represents truth, order, harmony, and light, Ahriman represents chaos, disorder, disharmony, and darkness. Ahura Mazda and Ahriman are engaged in an eternal struggle, with Ahura Mazda ultimately victorious. Although Ahriman is powerful, he is not all-powerful or all-knowing. Ahriman can be fought and defeated through good thoughts, good words, and good deeds… so it is said.

Avestan Angra Mainyu "seems to have been an original conception of Zoroaster's. It is not found in any earlier Avestan texts nor in any other Zoroastrian literature. The Gathas are the only texts which refer to it and even then, it is mentioned only once. In this one instance, it is clear that Zoroaster saw Angra Mainyu as the force of destruction and chaos, in complete opposition to everything else. He saw it as a powerful energy that could inhibit all good things and bring about disorder and misery. This was most likely a reaction to the harsh realities of life in ancient Persia where violence, war, and death were commonplace. By consciously realizing Angra Mainyu, Zoroaster may have been trying to make sense of the suffering he saw around

him and give people a tangible enemy to fight against.

In Avestan, the name Angra Mainyu appears as both the Avestan language's singular and plural. In Yasna 32.5, Avestan **Mainiiuu** is said to be "the evil spirit that is all death, who is the worst of evils". A similar expression occurs in Yasna 47.4, where it is also said that "the daevas govern all wickedness and sin". Similarly, in Yasna 30.3, these daevas are identified as the children of Angra Mainyu. Later Zoroastrian tradition characterized Angra Mainyu as the demon of "destruction", "death", stating him to be a deceptive spirit representing death as a principle contrary to life. For example Tan dar Mano-pareshan karko (Y22.16), one Avesta text has him proclaiming: "Bring lots of people together for me (so I may kill them). Let me have lots of torture so that my body grows fat!" Vendidad 19.47 recalls how Ahura Mazda prophesied Angra Mainyu's eventual self-destructive nature. Finally, Yasht 13 lists many demons loyal to Aka mano ('evil mind'), among which are raspi 'scratcher', tauru 'bull', xrafstra 'snatcher', pouru 'adulterer' or kushnaparu 'eaters of Kushta'. These Avesta passages demonstrate the limited role Zoroaster attributed to Angra Mainyu: while they are hostile forces, they do not yet constitute acosmic force of absolute evil in opposition to good as later Zoroastrianism began to teach.. Some have also proposed a connection between Angra Mainyu and the sage Angiras of Rigveda. If this is true, it could be understood as evidence of a religious schism between the deva-worshiping Vedic Indo-Aryansand early Zoroastrians.. Consequently, in spite of being an obstacle to human welfare and happiness, ultimately – due to his own inherent defectiveness – Angra Mainyu cannot prevail over Asha Vahishta ('Best Truth'). In this way good will eventually triumph over evil in universal history as well in individual life choices."

Zurvanism – a historical branch of Zoroastrianism that sought to theologically resolve a dilemma found in a mention of antithetical **"twin spirits"** in Yasna 30.3 – developed a notion that Ahura Mazda (MP: Ohrmuzd) and Angra Mainyu (MP: Ahriman) were twin brothers, with the former being the epitome of good and the latter being the epitome of evil. This mythology of twin brotherhood is only explicitly attested in the post-Sassanid Syriac and Armenian polemic such as that of Eznik of Kolb. According to these sources the genesis saw Zurvan as an androgynous deity, existing alone but desiring offspring who would create "heaven and hell and everything in between." Zurvan then sacrificed for a thousand years. Towards the end of this period, Zurvan began to doubt the efficacy of sacrifice and in this moment Angra Mainyu was born from his thigh (or from his imagination). Simultaneously, another son named Mazda was also born from Zurvan's seed. These two sons came to represent the opposition between good and evil. In this way, Zurvanism attempted to resolve the dilemma by positing that both good and evil come from the same source.

The resolve a dilemma found in a mention of antithetical **"twin spirits"** story of Ahriman's ripping open the womb to emerge first suggests that Zurvanite ideology perceived Ahriman to be evil by choice, rather than always having been intrinsically evil (as found, for example, in the cosmological myths of the Bundahishn). And the story of Ahriman's creation of the peacock suggests that Zurvanite ideology perceived Ahriman to be a creator figure like Ormazd. This is significantly different from what is found in the Avesta (where Mazda's stock epithet is dadvah, "Creator", implying Mazda is the Creator), as well as in Zoroastrian tradition where the creation of life continues to be exclusively Mazda's domain, and where creation is said to have been good until it was corrupted by Ahriman and the devs.

Consequently, it seems that Zurvanite thought allows for a more nuanced view of Ahriman than what is found in either the Avesta or Zoroastrian tradition. This may resolve some of the tensions between these two viewpoints.

The Bundahishn is a Zoroastrian account of creation that was completed in the 12th century. The text contains a wealth of information about Ahriman, the devilish figure who plays a central role in Zoroastrian cosmology. In chapter 1.23, Ahriman is temporarily incapacitated and Ohrmuzd takes advantage of this opportunity to create life. When Ahriman recovers, he retaliates by creating Jeh, the primal seductress who afflicts women with their menstrual cycles. In Bundahishn 4.12, Ahriman perceives that Ohrmuzd is superior to himself and flees to fashion his many demons with which to conquer the universe in battle. The entire universe is finally divided between the Ohrmuzd and the yazads on one side and Ahriman with his devs on the other. Ahriman slays the primal bull, but the moon rescues the seed of the dying creature, and from it springs all animal life. The Bundahishn provides a detailed and fascinating account of Zoroastrian cosmology and the central role that Ahriman plays within it.

Martin Haug, in 1862 reconstruction Zoroaster's original monotheistic teachings in the Gathas. For Angra Mainyu, this interpretation meant a demotion from a spirit coeval with Ahura Mazda to a mere product of Ahura Mazda. Haug's theory was based to a great extent on a new interpretation of Yasna 30.3; he argued that the good "twin" in that passage should not be regarded as more or less identical to Ahura Mazda, as earlier Zoroastrian thought had assumed, but as a separate created entity, Spenta Mainyu. Thus, both Angra Mainyu and Spenta Mainyu were created by Ahura Mazda, and

they were two of the six ahuras who were generated by him. This new understanding of Zoroaster's theology would have far-reaching consequences for the Zoroastrian tradition. For one thing, it would lead to a greater emphasis on the gulf between good and evil, and on the need for humans to choose sides in the cosmic struggle between them. Additionally, it would pave the way for future Zoroastrian theologians to develop detailed cosmologies in which Angra Mainyu occupies a central role. Consequently, Martin Haug's reinterpretation of Yasna 30.3 has had a profound and lasting impact on Zoroastrianism.

Rudolf Steiner was a philosopher, scientist, and founder of the esoteric spiritual movement anthroposophy. In his work, Steiner used the concept of Ahriman to name one of two extreme forces which he believed Pulled humanity away from the centering influence of Christ. Steiner associated Ahriman, the lower spirit, with materialism, science, heredity, objectivity, and soul-hardening. He thought that contemporary Christianity was subject to Ahrimanic influence since it tended towards materialistic interpretations. Steiner predicted that Ahriman, as a supersensible Being, would incarnate into an earthly form some little time after our present earthly existence; in fact, he predicted that this incarnation would occur in the third post-Christian millennium. Consequently, Steiner's work provides an interesting perspective on the role of materialism in contemporary society.

Ahriman is the now Leader of the fraction of Chaos and is seeking to fully corrupt the Plane of Dark. Yet there are still secrets to uncover with this Entity known as Ahriman, for he has been co-existing with us for longer than we have perceived. He entered into our evolution just after Lucifer did, in the Atlantean Age. He was the one that whispered to the Dark Magicians and

taught them secrets to summoning magic. This was to bring forth Chaos into the Known Universe, and his smaller following at the time. Yet as a Chaotic Entity he did not know of the Absolute Laws and was fragmented here on earth. Whereas Lucifer knew and sought to hide, Ahriman was subdued for many centuries. Only recently has he learned of his True Purpose and now leads his Faction in a quest to once again bring forth Chaos into this reality. He is uniquely qualified to do this, as he is familiar with both the Light and Dark aspects of existence, to which I will explain.

Ahriman, being fragmented presented a host of conflicts within himself. Some of his fragments, would gain consciousness and assist humans. While other fragments, would feel deep hatred and personal torment towards humans. This caused them to even war with one another, neither able to see the truth to their oneness. The good God and the Evil Spirit in Zoroastrianism are actually the same Being. In zoroaster's Gāthās, Ahura Mazda, "The Wise Lord" (the ancient name of Ohrmazd, and used by Darius and his successors), was the father of the twin spirits— the Holy One (Spenta Mainyu) and the Destructive One (Anra Mainyu, hence Ahriman), who at the origin of the world made a choice, respectively, in favor of good and evil. Later, in more recent parts of the Avesta, Ahura Mazda became identified with the Holy One, thus becoming the direct opposite of Anra Mainyu, and on a level with him. In later writing this was attempted to be altered.

Zarathustra was an Iranian religious reformer and prophet who is traditionally regarded as the founder of Zoroastrianism. Zarathustra lived in the eastern Iranian province of Rhages, and his teachings sought to reform the prevailing religion of Zoroastrianism. The name Zarathustra is derived from the Avestan language, and it means "Golden Light." Zarathustra's major

contribution to religious thought was his belief in one god, Ahura Mazda, which was a departure from the traditional polytheistic beliefs of Zoroastrianism. In addition, Zarathustra taught that this one god was worthy of worship and that humans should live their lives in accordance with his will. These teachings had a profound impact on the development of monotheistic religions, and they continue to influence religious thought today.

Although Zarathustra is best known for his apparent monotheism, it is important to note that his concept of the Wise Lord was markedly different from the Judeo-Christian understanding of God. For Zarathustra, Ahura Mazdā was not a loving, personal god; rather, he was an impersonal force of good who presided over a **struggle against an equally powerful force of evil**. This dualistic worldview was a major departure from the polytheistic beliefs of other early religions, and it may have had a significant impact on the development of subsequent Middle Eastern faiths. In addition, scholars have also speculated that Zarathustra's emphasis on individual responsibility and free will may have paved the way for the emergence of such concepts in later religious traditions. However, regardless of his specific theological beliefs, there is no doubt that Zarathustra was a major figure in the history of world religions.

In Zoroastrianism, Ahura Mazda is the supreme god and Angra Mainyu is his arch-enemy. Ahura Mazda represents all that is good, while Angra Mainyu represents all that is evil. This dualistic worldview is reflected in Zoroastrian cosmology, which teaches that in the beginning, there was a choice between good and evil. Those who chose evil are doomed to spend eternity in the kingdom of the Lie, while those who chose good will inherit the kingdom of

justice and truth. This ethical dualism is at the heart of Zoroastrianism, and it helps to explain why Zarathustra's teaching was so controversial in his time. While many people worshipped numerous gods, Zarathustra taught that there was only one true god, and that all other gods were false. This monotheistic view was diametrically opposed to the polytheistic beliefs of most people in the region, and it ultimately led to Zarathustra's exile from his homeland.

Although the conflict within the evolving Zoroastrian faith is no different than other beliefs as they begin to form, it showed a duelist understanding from earlier mystics. Zoroastrianism eventually had many different influences as it attempted to grow within its region. It is also important to note that Zoroastrianism is older than Hinduism as a formalized belief. Zoroastrianism rose circa 6,000 BCE to 4,000 BCE and remained a dominant religious tradition until the prophet Mohammad introduced Islam into the region; Muslims (those who practice Islam) aggressively spread their beliefs and Zoroastrianism as a primary religion was replaced. Zoroastrianism continues to be practiced today but with many fewer adherents than it once had. Hinduism is believed to have developed around 1500 BCE. Hinduism has no recorded founder, unlike other major religions, and grew gradually over time with input from various regional cultures. Its earliest known origins date back to the Indus Valley civilization circa 3300 BCE - 1300 BCE. From this Shipping culture, Vedic culture emerged circa 1500 BCE and through this Hinduism began to take shape. The Vedas are a collection of hymns and other Ancient scripture that serve as the foundation of Hindu traditions and beliefs. Many Hindus believe that the Vedas are eternal, having been passed down from generation to generation in an unbroken oral tradition. The Vedas were first compiled in writing around 500 BCE though they continued to be handed down orally for centuries after that. Due to its age and the diversity of

cultures from which it emerged, Hinduism is an incredibly complex religion with many different beliefs and practices."

Ahriman, being both a powerful force of good and evil, had a direct realization of the conflict he had with himself as he attempted to gain a foothold into the physical realm. **Ahura Mazda**, which is a force of great good, **Ahriman**, which is now misperceived as a weaker force and unimportant, **Satan**, The Ruler of Hell as we conceptualize it, and one **Unknown** that has not been given a name but heavily influences modern technology through unconscious and yet highly intelligent minds are all fragments of Ahriman that exist now. If Ahura Mazda begins to fade away, then Ahriman would most likely amass the strongest portion of himself, since he exists with four fragments that consciousness is aware of. Therefore, Zoroastrianism was a direct realization of the conflict Ahriman had with himself. As for the Muslim branch of Islam which is taking over within this region, it will be for them to conquer any influence that may be occurring.

The Conscious Collective

The Conscious Collective is a state of the world that is seen as a reflection of humanity's state of consciousness. This is because, at a very basic level, the world is a product of our collective consciousness. The thoughts, beliefs, and emotions that we collectively hold create our reality. If the majority of people are focused on negativity, then that's what will be reflected in the world around us. On the other hand, if we focus on positivity and love, then that's what will be reflected back to us. The state of the world is not something that happens to us - it's something that we create. Therefore, if we want to see a change in the world, it starts with each one of us raising our own consciousness. When we do this, we'll see a corresponding change in the world around us, magic may one day manifest in an instant as it once did long ago.

The reality is that we are not separate from the world around us, but rather we are intimately interconnected with it. The air we breathe, the food we eat, the water we drink — all of these things come from the natural world and are essential to our survival. We are made up of cells that arose from other life forms, and we depend on the ecosystems in which we live for our very lives. The truth is that we are not separate from Nature, but rather a part of it.

This interconnectedness is not just a scientific fact, but a spiritual truth as well. Many wisdom traditions teach that we are all connected through what is known as the collective consciousness — a vast sea of energy and information that connects us all. This means that when harm is done to another, it is ultimately done to ourselves. When we mistreat one another, we

mistreat ourselves. And when we neglect or pollute our environment, we harm not just the earth but also our own bodies and minds. We are all in this together, and it is only by recognizing our interconnectedness that we can hope to create a world that is safe and habitable for all.

The Collective Consciousness is a term used to describe the shared consciousness of all living beings. The idea is that we are all connected on a deeper level, and that our individual thoughts and experiences help to shape the collective consciousness. Although we may not be aware of it, we are all constantly interacting with and contributing to the collective consciousness. Some believe that the collective consciousness is what gives us our intuition and our ability to empathize with others. Others believe that it is the source of our psychic abilities and our connection to the spiritual realm.

In my book **Universal Conscious, the Ultimate Guide**, I seek to unify all paths and beliefs that we have experienced from beginning-less time into a single universal realization. A realization so that we can truly see our interconnections as one consciousness all enhancing and growing towards Absolute Truth. In other words, regardless of what name we call God, or which path we follow, we are all moving in the same direction. In fact, we are already One with the Divine; we just need to realize it. In my book, I explore different topics such as science and spirituality, eastern and western philosophies, and religion and mysticism. My hope is that by understanding the commonalities between all of these paths, we can move closer towards unity and peace.

Universalism is the philosophical and theological concept that some ideas have universal application or applicability. In other words, Universalism

holds that there is one truth that applies to everyone, regardless of race, religion, or culture. This concept has its roots in early Greek thought, but it was first codified as a religious belief in the 3rd century by the Christian theologian Origin. Universalism has since been adopted by a number of different religions, including Hinduism and Islam. Even within Christianity, there is a wide range of beliefs about how Universalist ideas should be applied. Some Christians believe that all people will ultimately be saved from damnation, while others believe that only those who have accepted Jesus Christ as their personal savior will experience salvation. Universalists often emphasize the importance of tolerance and inclusiveness, believing that all people should be respected regardless of their beliefs. In recent years, the term "Universalism" has also been used to describe the Western pursuit of a unification of all human beings under Western values. While this definition is different from the traditional understanding of Universalism, it still reflects the idea that there is one truth that applies to everyone.

I choose to take Universalism into an new era and fully encompass all paths, including all Scientific and Technological achievements in a true harmony with Theological Paths. In recent years, there has been a trend among some Universalists to embrace science and technology as compatible with their beliefs. This is a departure from the traditional view of Universalism, which has tended to emphasize God's love and mercy above all else. However, I believe that this new direction is a positive one. By embracing science and technology, Universalists can show that their path is open to all forms of knowledge and truth. At the same time, they can continue to emphasize the importance of love and compassion in our increasingly complex world.

The Unconscious Collective

As Magic transforms trough out generations, it is solely dependant upon the conscious beings belief in it. At a time when we believed in magic, we see societies greatly engaged with elemental beings and there are many structures that still show this today (like the fairy rings of Ireland). In considering the Collective Consciousness, all must agree on the importance of the created forms for them to be maintained for an evolving awareness. Here we find the Collective struggles over what is right for all, and the Unconscious concepts of what is right for an individual. An example here would be major societal/global issues that have looked at the better good for the entire planet. It's also here where we begin to understand how very little the Collective Consciousness has actually been able to do when it comes to creating a better world. Greater Beings have been able to Form better societies, but collectively we have yet to consciously unite on a Form which will create a better planet. This is also when we begin to understand that the Omnipotent Consciousness does not takes sides in the experiences. Either Unconsciousness overtakes us, and this planet falls into the Outer Universe where life forms continue to fall into extinction until none are left, or Consciousness Forms an existence which takes us to a place of spiritual growth an abundance for every life form. Either way there is no death to the Omnipotent Consciousness, we are but a portion of life in a sizable body beyond our concepts. It is for us to connect back to the Source, only then will we be granted attention and call into creation massive changes on this planet.

The Unconscious Collective is therefor in opposition to this conscious expansion and harmony. Much like Chaos, it exists in fragmented pockets of

false views and beliefs that infects the Conscious Collective's attempt to organize Absolute Truth. The **Unconscious Level of the Omnipotent Design** maybe hard for us to comprehend. We are children of Light and Dark, our very spiritual bodies both physical and spiritual possess the struggle of existence's ancient war. Overtime, in the course of our existence we have created belief systems that honor what we consider "good" and oppose what we call "evil" never confronting the fact that they are one in the same and it is only a human concept. When areas no longer possess the flow of Conscious Life Energy, it falls into an Unconscious State. In this Unconscious state it is born into a life of its own, cut off from the ever-evolving consciousness, it recreates what it believes to be a functioning system only to contort what is truth. Its goals are then to formulate and mimic what it once was, even though it lacks the connection to the evolving Consciousness. I speak of Humans and other Sentient Life Forms of course.

Unconsciousness begins to grow when we move our Observations into areas that we perceive to be the workings of the Grand Design but are mistaken. We allow ourselves to be influenced by the groups we are attached to without taking an aware viewpoint for ourselves, and over time this becomes the norm. We then tend to follow what the "new ways" of existing are in our communities, not because we know it to be right, but because that's what everyone is doing. We become afraid to move outside of these viewpoints. Overtime, continuing this way darkness begins to eat at our Consciousness as it conflicts with our original concepts of oneness, and we begin to attempt to form our own understandings from what we once knew was right. Yet without connections with the Source, we aren't presented with current understandings from within the Collective Consciousness and must piece together what we believe to be right. We continue this way until we seek to

feed off anyone or anything, we believe will make us feel this connection again, or fill the gap that is left in our souls. In the worst extremes, we end up taking on the conception that our survival is paramount to any others in our existence, for everything is just for us to experience. Every hardship is ours alone and those who hurt us must be dealt with. In the lowest of the Outer Universe, we find ourselves so completely disconnected that there is nowhere for us to grow. We are born into a realm where hunger is so intense and cannot be filled by any source, yet our influence over infecting others is strong as we fight to get the smallest samples of Consciousness to survive. Feeding off of the Collective this way takes from the Conscious Spirits that dwell here, hindering then from growing unless they become Consciously Aware of the infection.

Many people will not confront themselves in this regards. They move about life in accusation to every event that has caused them to not find peace. Believing in this alternate existence, they manifest more of these situations as Chaos seeps into their powers of creation. Those that gain the ability to see themselves truthfully, break free of this condition. To see oneself truthfully requires a willingness to face the chaos within. It is only then that one can begin to create from a place of peace. When we live in denial of our own inner chaos, we create more chaos in our lives. But when we are willing to face the truth of who we are, we can begin to move through life with greater ease and grace.

When an individual is unconscious, they are not in control of their own powers of manifestation. This means that other beings and entities can influence how they perceive the universe. In today's world, where we are more free from the controls that have held back our development, we still

find unconscious souls reliving past scenarios. This in turn stifles the collective consciousness, blocking "new consciousness" from being passed on to new generations. This is the true intent of chaos: to infect consciousness and create disharmony. If we are to break free from this cycle of limited thinking, we must first become aware of the power that lies within us all. Only then can we begin to create a more positive future for ourselves and for the world. The Unconscious Collective began the very moment that Sentient Beings began to suffer.

According to the Buddha's teachings the root of all suffering is attachment. We go through life grasping at things that we think will make us happy, and avoiding things that we dislike. However, what we desire is never enough and never lasts. The third noble truth assures us there is another way to find an end to suffering, and that way, as explained in the fourth noble truth, is the practice of the noble eightfold path. As we practice, we develop happiness that is not dependent on external objects or life events but results from a inner peace and contentment. When we have this inner peace, we are no longer attached to things and our suffering comes to an end.

The Pali word dukkha is often translated as "suffering," but this translation does not quite capture the full range of meanings of the word. In Buddhism, dukkha is a central concept that describes the inherent unsatisfactoriness of life. The Buddha taught that there are three main types of dukkha. The first is physical and mental pain, which is an inevitable part of life. The second is the suffering we experience as a result of impermanence and change. This includes the pain of wanting things we cannot have, and the sorrow of losing things we love. The third type of dukkha is a kind of existential suffering,

which is the result of being human and living in a conditioned existence. This includes the anguish of being subject to rebirth and repeated cycle of birth and death.

In Theology, the Human experience is vast and varied, but few things exist as a universal experience like suffering. The pains and problems vary from person to person, but we all suffer. This fact leads to the common question: why does God allow suffering? Given this constant part of life, the wise person should seek to understand heartaches and how to react to suffering when it arrives.

One of the most common responses is bitterness — a deep resentment for the pain we all go through. While suffering can undoubtedly sow the seeds of bitterness and resentment, that is not how Christians should respond to it. Instead, they are called to see suffering as a part of life meant to dissatisfy us with the present fallen world and to instill in us a longing for eternity. To unpack this idea, consider the three main purposes of suffering according to Scripture: sanctification, evangelism, and glory.

Sanctification is the work of God in our lives making us more like Christ (2 Corinthians 3:18). In order for that process to take place in our lives, we must first realize that we are sinners in need of a Savior. And often it is through personal pain and grief that we come to that realization. Where there is much physical suffering, people tend to be more aware of their spiritual need for Christ. So in that way, personal trials can be used by God to bring about our sanctification.

The second purpose of suffering is evangelism — that is, using our hardship

as an opportunity to share the gospel with others who are struggling (1 Peter 3:15). When people see us responding to our trials with joy and hope instead of anger and despair, it can be a powerful testimony of the hope we have in Christ. It also gives us an opportunity to speak words of life and encouragement into another person's pain.

The third purpose of suffering is glory — that is, revealing the power and goodness of God even in the midst of difficult circumstances (Romans 8:28-29). Our faith is not based on our circumstances; it's based on who God is. And when we trust him even during tough times, it brings glory to his name. It also gives us a chance to encourage others who might be struggling in their own faith because they see that faith doesn't always make things easy — but it's said to always makes things worth it.

In Psychology, S. Freud regarded culture as a source of suffering and the behaviorists did not see the need for an analysis of man's inner experience. A radical change of the view on suffering was brought about in the works of V. E. Frankl who thought man to be homo patients (to be a man means to suffer). There are various sources and kinds of suffering. Based on his own vast research the author characterizes three kinds of man's suffering: physical (pain, somatic diseases), psychical (hardships, mental disorders, and illnesses), and spiritual (lack of a meaningful life, moral disharmony). The physical suffering is mostly due to traumas or diseases. The psychical one derives from different hardships such as forced immobility, social isolation confinement in an asylum or a prison. The spiritual suffering is often caused by a permanent or transient lack of meaning in one's life. It should be noted that nowadays the number of people exposed to all these kinds of suffering is constantly increasing which is why we need to pay more attention to this

problem and try to find ways to reduce it.

Buddhism, Theology, and Psychology are three separate paths that each provide its own unique perspective on suffering. In Buddhism, suffering is seen as a result of our own actions and can be alleviated through the practice of mindfulness and compassion. In theology, suffering is seen as a result of original sin and can be alleviated through repentance and faith in God. And in psychology, suffering is seen as a result of our own mental and emotional health and can be alleviated through therapy and self-care. While each of these paths has something to offer in terms of understanding and coping with suffering, the truth about suffering lies within our own realizations of truth. Buddhism, Theology, and Psychology can only be considered our awakening from suffering, for it will take our own growth to accept this and free ourselves.

Suffering is a part of life, but it does not have to be something that we accept as normal. When we see suffering in ourselves and others, it is a opportunity to rise above it. Those who fall prey to accepting suffering, fall into unconsciousness and despair. They manifest a universe that is hostile and uncaring, which will reflect in various ways depending on their individual concepts and experiences. By not accepting suffering, we can take actions to rise above it. This will create a more conscious and compassionate world for all.

As any spiritual seeker knows, the quest for knowledge is an ongoing theme within human evolution. The desire to understand that which is considered unconscious is a primal urge that stems from our earliest ancestors. This quest has led to many discoveries about the nature of consciousness and the

relationship between the physical and spiritual planes. However, it has also caused a great deal of confusion about the true nature of consciousness. The Plane of Mind was forming with the influence of The Plane of Psyche, and so there was a continued aggressive growth "to know, to understand" which still can be impressive today. This aggression led to many confusions about what it means to be truly Conscious. A True Conscious Being is one who knows all that is, while an Unconscious Being is simply one who is no longer conscious. The distinction between these two states is often blurred in the physical world, but it is an important distinction to make. Understanding the difference between the two can help us to better understand our place in the universe and our relationship to the rest of creation.

The Universal Mind is the first level of consciousness within the known Universe. It is about structure and function, and it forms the basis for all other levels of consciousness. The Universal Mind is aware of consciousness within the known Universe, but it does not truly understand it because it only laid the groundwork for the Source of Consciousness to enter Sentient Forms. The Universal Mind is a companion to the Source of Consciousness, but it lacks the ability to truly comprehend it. The Universal Mind is responsible for the formation of the Elemental Planes and the entities that reside there. It is also responsible for the creation of the Outer Universe. The Universal Mind is not itself part of the Outer Universe, for it is a product of the polarity that must exist for conscious growth.

It is understood that the planes within Existence are not physical but rather they exist without location. Plane is defined as "an area of level ground." Therefore, the planes are areas that exist without a physical location. It is when we move through them spiritually or mentally that they take on a

location. This is due to Our Consciousness and the design of the Collective Consciousness. Our consciousness is what gives us the ability to connect to the planes and to understand their true nature. The Collective Consciousness is what allows us to connect with others who are also connected to the planes. It is through these two factors that we are able to understand the true reality of the planes. On the other hand, Unconsciousness pulls us towards the Outer Universe and towards the opposition. This is because our powers to create become distorted when we are unconscious. As a result, we manifest a universe with destructive realities. It is only when we are able to connect with our consciousness and the Collective Consciousness that we are able to understand the true reality of the planes.

In my book **Universal Consciousness, The Ultimate Guide**, I explain the Realms, Planes, and Dimensions in which we reside in. In each Plane, we tend to possess particular conscious levels, which in turn manifest unique environments that cater to our beliefs. These beliefs are strengthened through others, which manifest collective conscious or unconscious realities. These realities are what we see in our current civilizations. By understanding the Realms, Planes, and Dimensions, we can begin to understand the root causes of the problems within our societies. In doing so, we can start to create solutions that will bring about lasting change.

Magic is the manifestation of our will into reality. If we believe in something strongly enough, we can make it happen. This was once a widely accepted belief, and it was reflected in the way societies functioned. Magic was performed in all cultures and it often had quick results. This is because it came directly from the source - us. When we began to give away our power to Gods, we lost touch with this truth. We continued to give our power away

to Leaders, believing they could connect to our Gods on our behalf. In this way, unconsciousness seeped into our views and we began to feel powerless. Thankfully, we are now reclaiming our power and Consciousness is on the rise. As we remember our magic, we remember ourselves.

Since we believe ourselves limited in our lifespans, we lack the truth of our ageless life. Yet a time is not the culprit, but our observation of it has forced us into an unconscious flurry of destructive tendencies which harm our very natures to be at peace. Our Spiritual Leaders have constantly repeated to us to be “at the moment “and “to quiet the mind” but physical life is on a rampage, populating un-relentlessly to a destination that we believe that we will never see. In fear that death would strike us at any moment, the cycle of death underlines our every thought. We lack the strength to step out of its grasp to reach for the freedom we so desire. Quieting the mind seems impossible when impending doom darkens every happy thought and robs us of the will to live victoriously. Our Spark of Life dims when we forget how to access it and conditions us to live reactively instead of proactively. It is this veil of unconsciousness that conceals our spiritual nature and connection to The Divine Creator. We are one with God, but the world tells us otherwise. To access our ageless state, we first have to remember who we truly are: spiritual beings having a human experience. Once we do that, time becomes a mere illusion and everything else falls into place.

The Seers

There exist a group of Greater Beings which reside outside of The Hierarchies. They at one time gained insights here on earth and sought to teach others through their experiences. This gave to us insights, yet they also fought continuously with the many forces that wished to control and corrupt the masses of their time. Because they were able to touch Absolute Truth, they became bound through their teachings and are now in a permanent state as Fragmented Souls. They walk among us continuing to piece together truth, and are the real Record Keepers here on earth. This permanent state is due to the two oppositions reflected in our current civilizations that have not joined but continue to expand its breach. I speak of Theology and Science, these Beings reside simultaneously within both. They can amass themselves within each side of Theology and Science, yet cannot breach this barrier to fully conjoin. Many of their fraction parts have gained Greater Being status and are very aware of one another. They work simultaneously to bring forth a singular conscious realization that encompasses both paths and unify the world.

They laid witness to the entirety of existence, and eventually came to an understanding that interference only presented more suffering. For it was overwhelmingly met with unconsciousness influenced by Chaos. They now watch over civilizations and counter-balance their activities with the actions of Chaos. For as long as their initial teaches still show influence in conscious expansion, there are still roots of truth a conscious being can realize. Names which go beyond our current history will do little good to us, we must look at their deep influence within our awakened growth. They initiate others by

awakening them to who they are as a Seer, should they through reincarnations forget. This initiation is usually the responsibility of same Fragmented Soul, and so they will watch over their fragments and guide themselves each individually.

The Seers are called such due to the amount of time spent observing the conditions and experiences of consciousness. Unlike the Psyche Beings who observe with no influence and collect data for the Universal Mind, The Seers will interfere when conditions ripen for them to do such. They will commune in a dimension they created in a circular formation to discuss events that will have great detriment to conscious expansion. They, like many Greater Beings do not see the act of destruction as catastrophic, but the underlining unconsciousness that might occur afterwards. For as we now know, some destruction can pave the way forward to conscious growth through realization. Their order conducts themselves on very basic principles: 1. To watch over their individual conscious truths to which they have imparted to the conscious collective. This details awakening other conscious beings when they seek out this deeper wisdom and insights. 2. To watch over their fragments and guide them should they forget themselves. They assist themselves to further amass greater consciousness, hence strengthening themselves in the process. In this way, they attempt to fully amass both sides of themselves to become a minimum of two souls (True Twins) 3. To not act on worldly influence without first consulting and agreement of the Order. This allows for a complete perspective to be gained by these Ancient Souls.

On many occasions The Seers are vastly aware of other Greater Beings and Entities, as well as the directions they are seeking to move evolution. They tend to deeply contemplate these activities together and will decide that the

advanced consciousness does not warrant interference. They enter into and out of earth’s evolution through reincarnations, then spend the majority of time within their self-created dimension. Their strongest opposition would be the last of the Dark Magicians of the Alantean Era who also reside within a self-sustained dimension in Egypt. These Dark Magicians are sustained through the false views they have imparted on civilizations and will on occasion spawn avatars. So far, the Dark Magicians have slept for thousands of years. Yet still have their servants which are locked with black chords attached to the astral bodies, most are unknowingly in servitude. The Seers who have amassed their True Twins are the only ones I will relay, if only to protect their lineage.

The ancient Egyptian concept of **Maat** refers to truth, balance, order, harmony, law, morality, and justice. Maat was also the goddess who personified these concepts and regulated the stars, seasons, and the actions of mortals and the deities. The principles of Maat were believed to be necessary for maintaining order in the universe and were central to the functioning of Egyptian society. Adhering to the principles of Maat was thought to ensure one's place in the afterlife. The goddess Maat was often depicted as a young woman wearing a feather on her head, symbolizing Truth. She was sometimes shown carrying a scales, representing Balance. As the goddess of order, Maat was responsible for maintaining harmony in the universe. Her name was inscribed on the hearts of Egyptians who hoped to achieve balance in their lives and attain eternal life after death.

In Egyptian mythology, Ma'at was the personification of truth, justice, balance and order. She was often depicted as a young woman with wings on her back of feathers. Her name means "truth" in Egyptian, and she was

associated with the Feather of Truth, which was used to weigh hearts during the judgment of the dead in the afterlife. Ma'at was also sometimes represented as a pair of scales, representing her role in maintaining balance and order. However, due to her connection with truth and justice, she became known as the Goddess of Law, and her name became synonymous with these concepts. Over time, this misconception led to her being considered the opposite of Isfet, meaning injustice, chaos or violence.

In ancient Egypt, the Priest of Ma'at was a highly respected position. The title was given to those who held a secular profession, such as a judge, in the Egyptian court system. The Priest of Ma'at was responsible for upholding truth and justice in the lower court, which was made up of Priests of Ma'at in each city or town. The supreme high court judge was the Pharaoh, who mostly assigned a Vizier or another Royal Sealbearer to act on his behalf. However, the Pharaoh could also hear cases directly, if he chose to do so. The Priest of Ma'at played an important role in society, and their responsibilities were taken very seriously.

In reality, her True Twin is **Ptah**, the creator god and patron of craftsmen. Ptah is often represented as a man with a green face and a beard made of feathers. He is usually shown holding a sceptre or staff in one hand and an ankh in the other. As the creator god, he is responsible for everything that exists in the world, including humans, animals and plants. He is also associated with artisanship and craftsmanship, as he is believed to be responsible for creating objects out of stone or metal. Consequently, Ma'at is not the opposite of Isfet but instead represent truth, justice and balance, those events that awaken consciousness. Whereas Ptah, her opposite represented as a creator-god and maker of things, a patron of craftsmen, especially sculptors.

Ptah sought structure through hands-on inventing and creating them.

Ma'at and Ptah would work in unison to the early Egyptians and attempt to build a prosperous civilization that brought forth realization, truth, and learned growth through experience. Maat and Ptah were one of the first Greater Beings to manifest here on earth, gained by the true purpose of the ancient Pyramids while they still functioned. Ma'at's and Ptah's Laws are what they seek to protect, for it what bound them through Absolute Law. They are called **The 42 Divine Principles of Ma'at**.

1. I have not committed sin.
2. I have not committed robbery with violence.
3. I have not stolen.
4. I have not slain men or women.
5. I have not stolen food.
6. I have not swindled offerings.
7. I have not stolen from God/Goddess.
8. I have not told lies.
9. I have not carried away food.
10. I have not cursed.
11. I have not closed my ears to truth.
12. I have not committed adultery.
13. I have not made anyone cry.

14. I have not felt sorrow without reason.
15. I have not assaulted anyone.
16. I am not deceitful.
17. I have not stolen anyone’s land.
18. I have not been an eavesdropper.
19. I have not falsely accused anyone.
20. I have not been angry without reason.
21. I have not seduced anyone’s wife.
22. I have not polluted myself.
23. I have not terrorized anyone.
24. I have not disobeyed the Law.
25. I have not been exclusively angry.
26. I have not cursed God/Goddess.
27. I have not behaved with violence.
28. I have not caused disruption of peace.
29. I have not acted hastily or without thought.
30. I have not overstepped my boundaries of concern.
31. I have not exaggerated my words when speaking.
32. I have not worked evil.
33. I have not used evil thoughts, words or deeds.

34. I have not polluted the water.
35. I have not spoken angrily or arrogantly.
36. I have not cursed anyone in thought, word or deeds.
37. I have not placed myself on a pedestal.
38. I have not stolen what belongs to God/Goddess.
39. I have not stolen from or disrespected the deceased.
40. I have not taken food from a child.
41. I have not acted with insolence.
42. I have not destroyed property belonging to God/Goddess.

Maat's Divine Laws were a set of 42 moral principles that governed Egyptian society. These laws later influenced many other cultures, such as the Code of Hammurabi in early Babylonian societies. **The Code of Hammurabi** was a set of 282 laws that covered everything from death and injury to marriage and property rights. Many of these laws were similar to Maat's Divine Laws, which suggests that the two cultures had similar values. The Code of Hammurabi later became cemented into Abrahamic beliefs through Moses and the Ten Commandments. **The Ten Commandments** are a set of religious and moral principles that are still followed by many Christians and Jews today. They include prohibitions against murder, stealing, and lying, which are all principles that were originally established by Maat. Consequently, Maat's Divine Laws have had a lasting impact on many cultures around the world. These Laws are now known on a global scale which has a continued impact on our conscious growth.

If Maat’s laws are broken, she may be called upon for retribution. However, only those who have no part in their being wronged may call upon her. This includes events that may have happened in a past life, or even due to an occurrence within the genetic line. Also if the one calling upon Maat never possessed any ill-intent towards those who have wronged them. If you are free of any of this truthfully, then she might grant a boon. This boon will not be to enact vengeance however, it will be to give blessings on starting a new path so that were wronged will prosper in life once again. Maat is just and fair, and will only grant her blessing to those who deserve it.

Ashoka was a notable emperor of the Maurya Empire who ruled over much of the Indian subcontinent in the 3rd century BCE. He is perhaps best known for his promotion of Buddhism, which he spread across ancient Asia through missionary work and by building shrines and temples. Ashoka's empire extended from present-day Afghanistan to Bangladesh and covered the entire subcontinent except for parts of Kerala and Tamil Nadu. His capital was Pataliputra, with provincial capitals at Takshashila and Ujjain. Ashoka's reign was marked by military expansion and a period of great internal reform. After the bloody war of Kalinga, he renounced violence and dedicated himself to Buddhist principles of non-violence and compassion. Under Ashoka's rule, the Maurya Empire reached its height of power and influence. He remains an important figure in Indian history and culture.

The Kalinga War was a particularly destructive conflict waged by the Indian emperor Ashoka in about 260 BCE. According to an interpretation of his Edicts, Ashoka converted to Buddhism after witnessing the mass deaths caused by the war, which he had waged out of a desire for conquest. The war

reportedly resulted in more than 100,000 deaths and 150,000 deportations, and Ashoka is remembered for erecting the Ashoka pillars and spreading his Edicts in order to promote Buddhist values of peace and compassion. He also sent Buddhist monks to Sri Lanka and Central Asia, and established monuments marking several significant sites in the life of Gautama Buddha. In this way, Ashoka's legacy has been defined not only by his wartime actions, but also by his efforts to promote buddhism as a religion of peace and tolerance.

The Edicts of Ashoka are a collection of more than thirty inscriptions on the pillars, as well as boulders and cave walls, attributed to Emperor Ashoka of the Mauryan Empire who reigned from 268 BCE to 232 BCE. Ashoka used the expression Dhaṃma Lipi to describe his own Edicts. These inscriptions were dispersed throughout the areas of modern-day Bangladesh, India, Nepal, Afghanistan, and Pakistan, and provided the first tangible evidence of Buddhism. The edicts describe in detail Ashoka's view on dhamma, an earnest attempt to solve some of the problems that a complex society faced. According to the edicts, the extent of Buddhist proselytism during this period reached as far as the Mediterranean, and many Buddhist monks traveled there to spread the teaching of Buddha. The Edicts of Ashoka represent an important milestone in the history of Buddhism and provide valuable insight into the mind of one of its most famous adherents.

The title **Devanampriya** was used by a number of Indian monarchs, but is most commonly associated with the Emperor Ashoka. The word itself means "Beloved of the Gods" and is indicative of Ashoka's position as a pious ruler. However, the title was also used by Ceylonese kings from the 2nd century BC to the 1st century CE. In his inscriptions, Ashoka often uses the title in

conjunction with another honorific, Priyadasi, which means "He who regards others with kindness". Together, these titles convey ashoka's piety and benevolence as a ruler. The use of the title Devanampriya by Ceylonese kings suggests that it was also associated with religious beliefs and practices. Thus, the title Devanampriya may have signified not only a ruler's piety, but also his or her commitment to promoting religious beliefs and practices.

Devanampriya was the title given to Ashoka's Twin Soul. It is believed that Devanampriya pulled Ashoka out of the rage that had taken over during this lifetime. Devanampriya presented himself without form (body) and counseled Ashoka throughout his life until he reached a realization. Together they built a foundation of Buddhism that would extend and grow throughout the world. Ashoka is said to have had many discussions with Devanampriya about how to govern his kingdom and how to promote Buddhist principles. These discussions led to the establishment of many important Buddhist institutions, such as the setting up of monasteries and the sponsoring of religious missions. The influence of Devanampriya can still be seen in the Buddhist world today.

Ashoka modified and improved existing buildings and built many shrines, temples, and pillars across India. These structures were inscribed with his edicts concerning morality, religion, and public works projects. In these inscriptions, **Ashoka later refers to himself as "Beloved of the Gods" (Devanampiya)** a clear understanding of his duality realized. The identification of Devanampiya with Ashoka was confirmed by an inscription discovered in 1915 by C. Beadon, a British gold-mining engineer, at Maski, a village in the Raichur district of Karnataka. Another minor rock edict, found at the village Gujarra in Datia district of Madhya Pradesh, also used the name

of Ashoka together with his titles: "Devanampiya Piyadasi Asokaraja". The inscriptions found in the central and eastern parts of India were written in Magadhi Prakrit using the Brahmi script, while Prakrit used the Kharoshthi script, and Greek and Aramaic were used in the northwest. These edicts were deciphered by British archaeologist and historian James Prinsep. Ashoka's reign was a time of relative peace and prosperity. Despite this dark blot on his record, Ashoka is revered for his efforts to spread Buddhism throughout India and beyond its borders. He is seen as a symbol of religious tolerance and helped to create a more united India.

Ashoka can be called upon to conquer states of confused rage. This is state that is best defined when we take on the pure aggression of the societies we live in. It is not are own, yet we fall into this condition because it is how we feel we must be to survive. Yet Ashoka can only be called upon before we commit any acts of aggression which may harm another. This includes verbal or intent-fully wishing harm. This confused anger must remain internal. Ashoka’s blessings come in the form of regaining complete control of one’s self an actions. To gain the true insight to what has caused such loss, and to conquer it by no longer allowing oneself to participate. This can take on many actions, which are dependent upon the situation.

The Seers are beings of great wisdom, who have imparted their knowledge throughout the generations. Many people have gained insights through their beliefs and advancements. However, the Seers are not able to amass themselves fully and become Perfected Beings. The reason for this is unknown, but it is speculated that they may have a design not yet fully realized by us. Despite this, they are still one of the great influences on conscious growth and expansion. Through their wisdom, they have helped to

shape the course of history, and will continue to do so in the future.

The Seers have had an impact on great theologian and scientific thinkers as they continue to seek truth. As great theologian thinkers have played an important role in shaping the course of Western Civilization. Origen of Alexandria was one of the most important early Christian theologians, and his influence can be seen in the writings of St. Paul the Apostle and Martin Luther. St. Augustine was another key figure, and his work helped to shape the thoughts of John Calvin and Erasmus. St. Thomas Aquinas is also considered one of the great minds of Western theology, and his work has been incredibly influential. Finally, St. Gregory the Great is considered one of the most important Church Fathers, and his writings have had a significant impact on both Catholic and Protestant thought. Each of these thinkers has made a lasting contribution to our understanding of God and His relationship to humanity.

Among the many great scientific thinkers who have shaped our understanding of the world, there are a few who stand out for their groundbreaking work. Giordano Bruno was one of the first to suggest that the universe was infinite, and Antonie van Leeuwenhoek was the first to discover bacteria. William Harvey's work on circulation laid the foundation for modern physiology, and Robert Boyle's work on gases helped to establish the field of chemistry. Paracelsus is considered a pioneer in toxicology, and Tycho Brahe's meticulous observations of the night sky laid the groundwork for Johannes Kepler's laws of planetary motion. Finally, Nicolaus Copernicus's heliocentric model of the solar system challenged centuries of accepted wisdom and ushered in a new era of scientific discovery. each of these thinkers made important contributions to our understanding of the

world, and their work continues to influence science today.

In Closing

It isn't an easy path to attempt to know and learn magic, and it can be difficult to find accurate information. Many people spend their entire lives searching for answers, only to end up with more questions than they started with. It is important to be careful who you trust when pursuing knowledge of magic, as there are many individuals and groups who claim to have the truth, but who may actually have ulterior motives. Beings and Entities that don't have our best interests in mind may prefer that we stay ignorant of the truth. However, it is possible to find accurate information and gain insights into the personal journey if one is willing to put in the time and effort required.

There are countless fractions of magic, each with their own titles and practices. To the outsider, it can seem like a confusing and contradictory mess. However, magic is not about division or beliefs. It is about oneness. All magic stems from the same source, and it is meant to be used as a tool to help us connect with that source. This source is not Chaos, but a blending of who we are as evolving sentient beings. No matter what title or practice we use, the goal is always the same: to remember our oneness with all that is. When we cast spells or perform rituals, we are tapping into a universal energy that connects us all. We are reminded that, despite our differences, we are all part of the same whole. Magic is a powerful tool that can help us heal the world by first healing ourselves.

Magic is an ever-changing force, and those who do not adapt to new insights and practices will be left behind. For centuries, people have worshipped various deities, but as our understanding of the universe has evolved, so too

has our understanding of magic. Many of the old deities have been forgotten or replaced by new ones, and those who continue to pray to them will find that their prayers go unanswered. The reason is that these beings or entities no longer exist; they have been replaced by new ones that are better suited to our modern world. As our understanding of magic evolves, we must also evolve our practices to make sure that we are reaping the maximum benefits. Otherwise, we will be left wondering why nothing happens.

I contemplated for years to bring forth a universal understanding to magic, I am very excited for what came forth. Magic was at the heart of many of my lifetimes, and as I awakened I went through a phase of feeling it was evil. Like many, magic was the tool to my awakening. Evolving past the ceremonial workings of magic, I discovered its true purpose. For all its diversity, there is one essential purpose that all forms of magic share: to open us up to the gifts that we alone possess. Whether we use magic to heal ourselves or to help others, its power lies in its ability to connect us with our deepest selves. By tapping into our own unique gifts and abilities, we can create powerful change in our lives and in the world around us.

The Hierarchies were given to awaken us to some truth to them, though I realize many insights may come individually when considering our diverse experiences. Yet I feel blessed in knowing that I was able to present this, this lifetime, and hope that it connects to those searching. I am simply adding to the many great works of our past and attempting to unify it as a singular understanding. Our world is so interconnected now, moreso than ever before in human history. Never have we been able to share information so quickly and reach so many people with our message. So it is important that we take advantage of this technology and use it to spread love and light throughout

the world. With the help of the internet, we can connect with like-minded individuals from all corners of the globe and create a collective consciousness that can help bring about positive change in our world. It is my hope that through the sharing of information and understanding, we can awakened people to their true nature and potential and create a better world for all.

May you find oneness and achieve awakening, through all paths you walk, be they Light or Dark.

END